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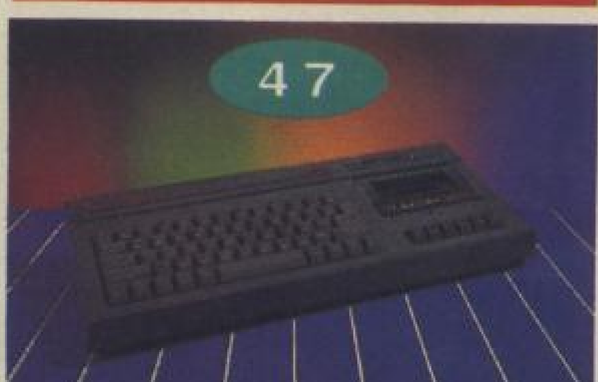
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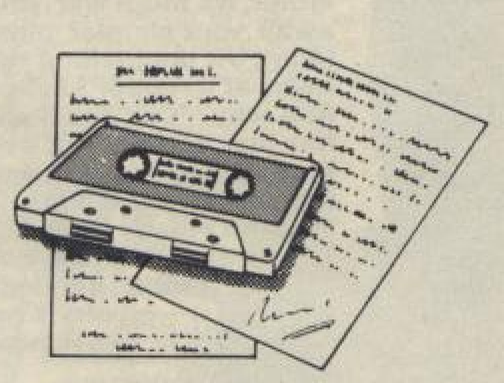
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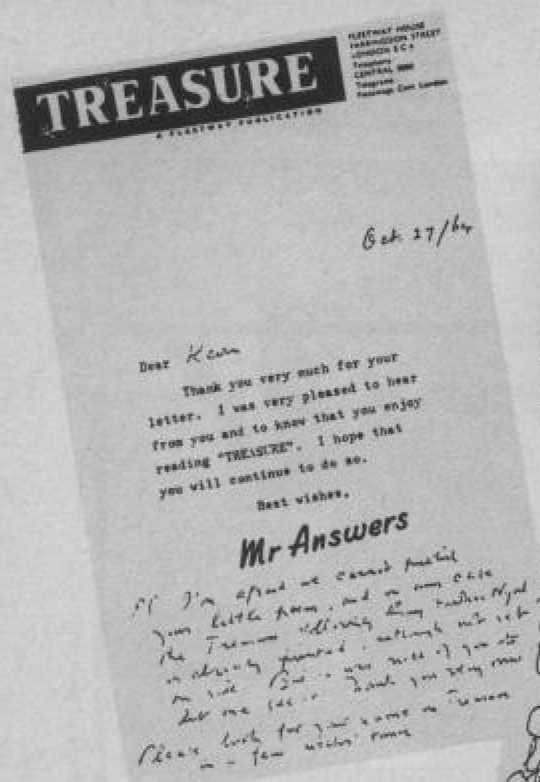
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Remember Remember ...
FRONTLINES


TREASURE
A FLEETWAY PUBLICATION

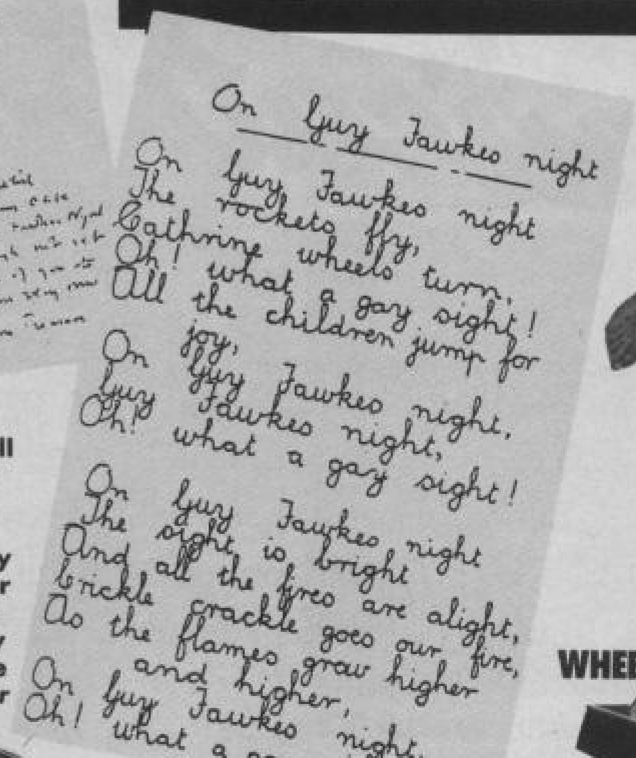
Oct 27/64

Dear Kevin

Thank you very much for your letter. I was very pleased to hear from you and to know that you enjoy reading "TREASURE". I hope that you will continue to do so.

Best wishes,

Mr Answers


On Guy Fawkes night

On Guy Fawkes night
The rockets fly,
Cathrine wheels turn,
Oh! what a gay sight!
All the children jump for joy,
On Guy Fawkes night,
Guy Fawkes night,
Oh! what a gay sight!

On Guy Fawkes night
The sight is bright
And all the fires are alight,
Crickle crackle goes our fire,
As the flames grow higher and higher,
On Guy Fawkes night,
Oh! what a gay sight!

Everyone's got to start small — even the Ed, though you wouldn't believe it looking at him now. Who'd have thought the starry eyed boy of six who put pen to paper and came up with this little bit of prose (modern poetry *Frontlines* thinks) would rise to the giddy heights of *Your Sinclair*?



It's the Come Dancing Championship. And Brian Jacks and his dad look like being on to a winner with Martech's new Judo game *Uchi Mata*. Thud....

SIZZLE!

WHEEEEEEEEEEEEEEEEE



Aaaaaaaaaaaiii-iiiiiiiggggggga-aaaaaaarrrrrrrr-rhhhhhhhhh! Me Tarzan.... This game for Spectrum... I look for Jane... Me Macho... they Martech... Out soon... see yer...Aaaaaaaa-aaaiiiiiiiiiiggggg-gggaaaaaaaarr-rrrrrrrhhhhhhhh-h! Darn that creeper.

SWISHHHHHHHHH!

WHIIIZZZZZZZZZZ!

OOOH... AHHH!



Throw away those fingerless gloves 'cos you don't need 'em any more. In fact, you can throw away your fingers 'cos you won't be needing them either. No more will you wear away your slender pinkies (don't be disgusting) tapping away at a rubber keyboard. And why? 'Cos Quickshot has just brought out a new Turbo joystick — the deluxe model. It's got a high-impact plastic body and gripping suckers which means playing games is now a one handed job.

BANG!!



Remember the good bit on telly just after you got home from school and just before John 'not another boring sweater' Craven's Newsround. Yeah, the brill cartoons from Hanna-Barbera like Scooby Doo and The Flintstones. Ariolasoft has just licensed two popular Hanna-Barbera cartoons, *The Centurions* and *The Challenge Of The Gobots* so now you'll be able to play them on your Speccy any time you like.

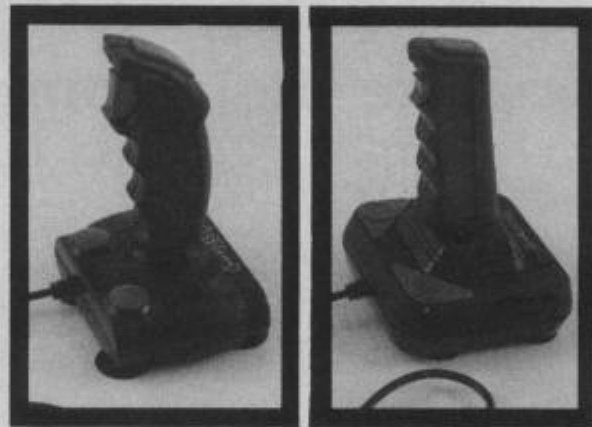
Three men make up the team known as The Centurions. Their 'Exoframes' enable them to attach all manner of advanced assault weapons to their bodies and so become both man and machine — 'Powerxtreme!'. Both *The Centurions* and *The Challenge Of The Gobots* will be released in December.



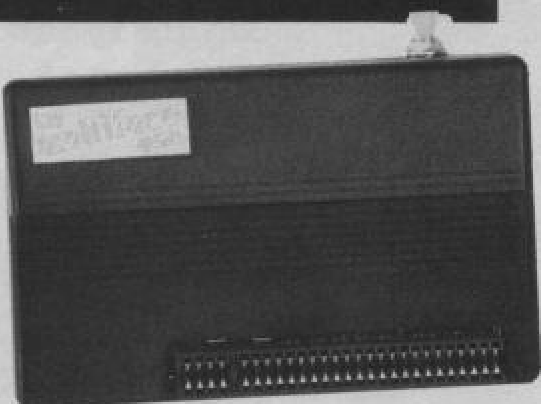
Isn't life a Swag eh? 'Ere, that light fingered cat burgler on a hot tin roof (thass 'im on the left) is none other than *YS*'s own loony reviewer, *Chris Palmer*, designer of Ariolasoft's new game, *They Stole A Million*. Will you get caught 'on the job'?

A sound sampler, as if you didn't know, is a gizmo to sample/record a sound into your computer and play it back as music. Although the results are often unmusical (Exhibit A: The Top 40) the gadgets are much sought after. Now you can buy two! Both Ram Electronics and Cheetah have brought out sound samplers for you to cram onto your Speccy. The Ram one's £49.95 and the Cheetah one's £44.95. N-n-n-n-not bad.





On the new Sinclair 128+2 there's a mean little message above the newly added joystick ports. It says "Use only Sinclair SJS1 joysticks". Sinclair/Amstrad have been very canny in reconfiguring the wires in their joystick ports so your average bog-standard Kempston won't work. Not to be upset by this, Cheetah has added an extra plug to its new Sticks of Joy, specially to fit the +2! And if you don't want to bin your existing joysticks, Cheetah's also brought out an adaptor that'll make them fit.



In the old days you'd just rub a dusty old bottle, and a green-skinned geezer would jump out and say, in gravelled tones: "Oi, cock! Stop rubbing me bottle!"

Nowadays, the story isn't so different. You want to look at a bit of code in your Spectrum. You push the red button on your trusty Multiface One... and whoosh!

"I'm the Genie of the Multiface One Disassembler from Romantic Robot. In one fell swoop I can disassemble any portion of memory as ASCII, hex, decimal or just plain assembler. In fact, I turn your Multiface into a brilliant new device. Wacky, huh? Now push off, and let me get some kip!"



"This is a clause that's in every contract. If you go crazy it's null and void..."
"Null and void?"
"Null and void. It's a sanity clause."
"Hah! You donna foola me! I know there's no such thing as a Santa ti Claus. Dat-a remind me..."
"What?"
"Ah wanna void wid you."
"An' what word might thata be, my fine young Italian cucumber?"
"The void is digitised-a pictures."
"That's two words, butter mouth."
"Okay, so I lied..."
(Groucho and Chico were brought to you via the Data-Skip Videoface video digitiser, available from Data-Skip, Lange Willemsteeg 10, 2801 WC Gouda, Holland. And at a trifling £69 is certainly cheaper than a day at the races.)

AVAILABLE ON DIGITAPE

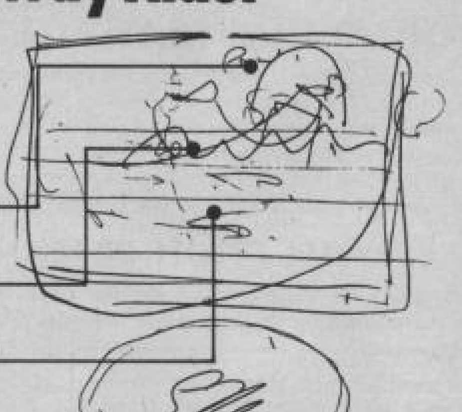
On this month's Digi'T'ape reel, besides the labels and the cassette box, you'll find ready-to-serve versions of the game listed in the Program Power section... *Time Bomb* by Robert Burgess, PLUS a brand spanking (thwak!) new adventure game, *The Forest Of Long Shadows*, by Martin Page. Plus the fantastic azimuth correction program complete with technical screwdriver from last month makes a return.

Incidentally, (or interdentally if you're a toothpick) all you frustrated Elitists who were having difficulty tapping in the hacking programs from last ish, take heart. All the programs are included on the last Digi'T'ape (October '86 edition), so if you can swing for the paltry price of £3.50, you can have all of it up and running in no time.

CRACKLE!



Shockway Rider



Here it is! *Frontlines'* biggest scoop *ever*! A sneak preview of *Shockway Rider*, in the form of a sketch of the screen by the master of Gargoyle's graphics, Greg Follis.

In the future, people are pretty bored, what with robots taking over all the work an' stuff. There's not much to do, except mebbe whizz around on the shockways, the moving pavements which surround the city. Then some bright spark came up with the idea of a game, where you must ride the shockways, against a tide of thugs trying to stop you, until you make one circuit of the city. Only the very best make it.

T'zers...

Oh the wonders of modern technology — my deluxe electronic Silver Reed has given up the ghost and I've had to resort to my trusty old Imperial. So you'll have to forgive me if T'zers is a bit jerky this month.

I'm completely knackered after the rigours of the PCW Show. What d'you mean you didn't see me there? I was rushing round at the speed of lightning so you probably missed me. Oh, okay I was actually somewhere else . . . well, in foreign parts . . . Spain to be precise. But I still managed to fly back in time to bring you the latest hot poop on the Speccy scene. For starters. . .crank. . . clink. . . phlip the (klunk) key's just gone. I hope you kan. . . krikey what is this? The (bonk) key's gone too. . . you'll just have to konsentrate now won't you.

Pheeling really pheroshious? This'll be just up your street then. Hell's Angel Mirrorsopht is bringing out **Mean Streak** — a bikers' dream. Pheel that throbbing mashine and hear the skream oph the engine as you begin your rase against death. Kan't wait to kikk start that one . . .

On the subjekt oph phried phish phingers, Melbourne House is bringing out **Bazooka Bill** . . . the mind boggles as to what that one's about! It's other releases include a new adventure by Mike Singleton kalled **Throne Ov Phire** and two rampaging robot games — **Mutiny In Spase** and **Phighting Warrior**. Berilliant. Plus there's **Konquestador**, a arkade adventure and . . . wait phor it . . . **Marble Madness Konstruktion Set**. Kor, that sounds phar out! It enables you to kreate your own versions ov the popular arkade game and me phinks it'll be a whole heap ov phun.

KRL is simply bulging with new games phor the Spektrum — hold your breath 'kos here komes the list . . . **Dr What**, who? . . . What, what . . . yes What, oh . . . **Akademy, Murder Oph Miami, Kustard's Quest, The Mallinsay Massakre** arrrgh. . . splat) and **Stretkh Doubt.** Annnnnnnd. . . don't go away now . . . there's two new titles in the Alpha-Omega range namely **Xeno** and **Oblivion**. Wow, who's going to have a really stuphphed Khristmas stokking then?

Those war mongers at KKS have been battling away to bring you **Napolean At War** (I say, I say, I say. Where did Napolean keep his armies? Up his sleevies. Shreak, kakkle, giggle) where you play Nappy himselph at the Battle at Eylau. There's also **Gallipoli**, a phirst world war battle simulation set in the Dardanelles. Aka. . .aka. . .ak!

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The June and July issues of COMPUTER GAMER magazine reviewed 16 soccer simulations, including Ocean's MATCHDAY and INTERNATIONAL MATCHDAY (128K SP), Addictives FOOTBALL MANAGER, Artic's WORLD CUP and WORLD CUP 2, US Gold's WORLD CUP CARNIVAL, Virgin's FA CUP, etc etc. MEXICO '86 was given a NOVA overall rating and 5 "planets" from 5 for Value for Money. Only one other game could equal this, Commodore's classic INTERNATIONAL SOCCER.

ARE YOU STILL PLAYING THE SECOND RATERS?

TAPE 1 QUALIFIERS

MEXICO '86*

TAPE 2 FINALS

A WORLD CUP MANAGEMENT SIMULATION

On June 22nd, 1986, England's bid to become World Champions for the next four years came to an end in the Azteca stadium, Mexico City. How well did Bobby Robson do? Can YOU outperform him? MEXICO '86 gives YOU charge of the England team two years before the start of the Mexico finals. You must experiment with a demoralised squad who failed to qualify for the European Nations' Cup, drafting in players as you see fit, and nurse the team through the Qualifying stages of the World Cup. If you qualify, you must choose your squad for Mexico, play through Phase 1, the groups of four, into the last 16. Can you now take England two stages further than Bobby Robson and then win the big one? It takes a thorough understanding of International Football to win in MEXICO '86.

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

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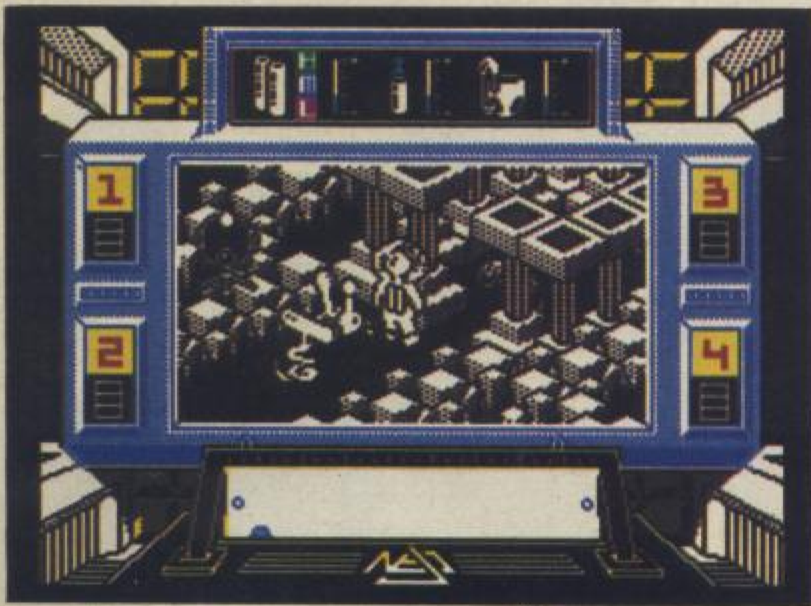
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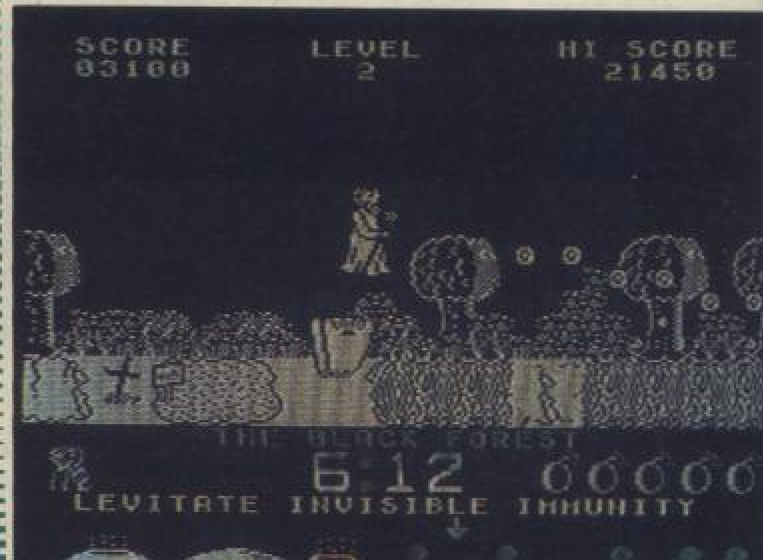


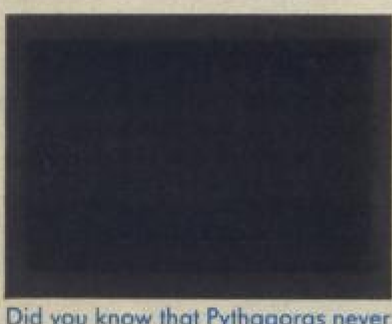
Prodigy

You're puttin' *Frontlines* on! Synthetic Man Changes Nappy? Tsk! Don't believe it. (It's true!) Oh. Okay, what is it? *Prodigy* from Electric Dreams, yeah... Solo the synthetic man, and Nejo a human baby... uh-huh. You must make your way through Wardlock the Machine Magician's Nightmare Zones... and summink called Intelligent Mazes? An intelligent maze is one that changes relative to your position in it. Hmm. Sounds a bit nappy to me.

Zythum

Hic... Mirrorshoft is jusht about to re...releash a new game... hic... called *Zythum*. Zythum ish the elixir of life, a rare and magical drink that's sch...scer...shecreted... hidden in the depths of a cashtle. Hic! You've to travel through hostile lands fraught with danger in order to find this amber nectar and all you've got to help you is a magical staff, and a stock of light bombs though you'll find other objects along the way. Just have a look at the screenshot to shee what you're up againsht.





Did you know that Pythagoras never ate baked beans? Not a lot of people know that. And not a lot of people know that the hit Commodore (Boo, hiss, spit) game, *Uridium* from Hewson is to be released for the jolly old Speccy either. 'Bout time too, *Frontlines* reckons.

Set in interplanetary space, you control a Manta fighter that has to wipe out the mobile and surface defences of an alien fleet of super-Dreadnoughts. And it sounds like it's going to be tough with all the 'thunderous rocketry', 'screaming air-frames' and 'shattering cannon shells' bombarding your senses. Pythagoras could never have handled it even without the beans.

Uridium

They stole a MILLION!

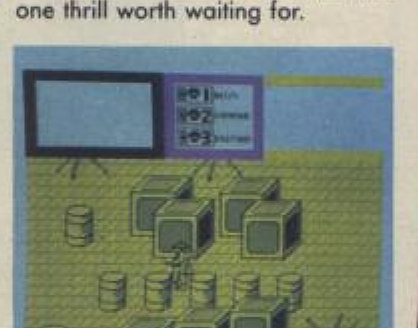
'Ere, d'you fink you could pull off the crime of the century? Gaw blimey, I should coco. Wot you 'ave to do is get yourself a copy of Ariolasoft's new game, *They Stole A Million*. Then yer just gotta decide, like who yer gonna use for the job. Fingers Flannagan, Joe 'Tumble' Fredricks or wot about James 'Jelly' Roll? If that ain't enuff yer've then gotta find a fence. Mebbe Small Change Sue's a bit dodgy but Art 'Guilt Edged' Argent ain't that truswurvy neever. Better do it right mate or yer gonna 'ave to scarper — unless yer fancy doing a stretch in the slammer.



★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Are you a 2000AD freak? Is Rogue Trooper your hero? He is? Well, thrill-seekers suck on this. The blue-skinned fighting machine is about to hit your Speccy screen, courtesy of Piranha. *Frontlines* rather likes the sound of it too 'cos of all those chip buddies... mmm... with lashings of vinegar and... yum — oh they're bio-chip buddies. Still, have a peek at the preview screen — looks pretty cosmic and it'll be even better when it's completely finished.

Imagine the scene... Rogue Trooper stands alone surrounded by desolation and sob, sob, the smouldering remains of his pals Gunnar, Helm and Bagpuss, sorry Bagman. With only seconds to collect his buddies' chips and install them in his equipment, he must then go in search of the clues that'll lead him to the identity of the traitor who's betrayed the cause of the Souther army. This is one thrill worth waiting for.



Rogue Trooper

H O C K S

WIN YS EVERYTHING

Fist II



Thwack... take that you fiend... thud... Hhhiiiyyyaaaa!... chop... smack... oomph! Bet you think that's the sound of someone playing Melbourne House's sequel to *Way Of The Exploding Fist — Fist II — The Legend Continues*. Ha! Well you're wrong. It's the sound of the Ed roughing up *Frontlines* — he has to take out his frustrations on somebody.

Excuse the squeals of pain and have a look at the screenshot. There are 100 screens altogether featuring a huge landscape of jungle, volcanoes, mazes, temples and shrines. Your opponents are vicious beasts of prey, warriors, mercenaries, ninjas in ambush and human mud warriors — I really love those tiger feet. With 21 different moves to master and the scrolls of the Fist Masters to find and decipher, there's plenty going on down.

HARDBALL

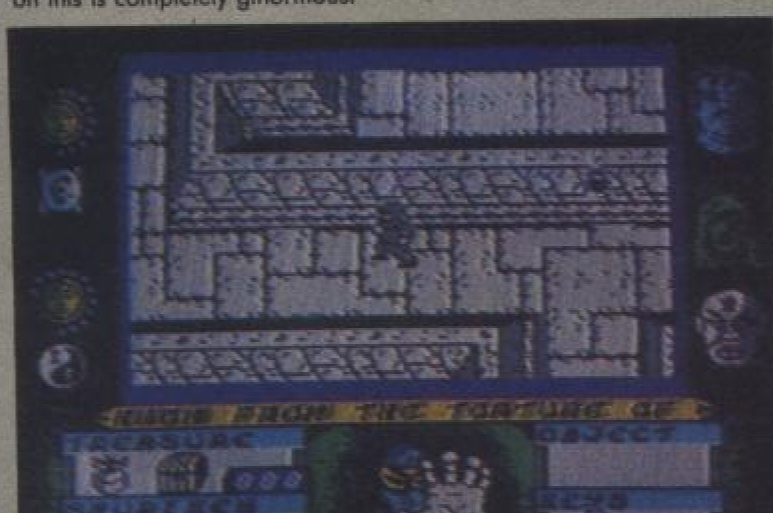


Have you got *Hardball*? (Don't be personal!) No no, *Hardball* from Advance Software Promotions. Well, in case you don't know, *Hardball* is three things. It's:

a) another name for Baseball, which is a popular game a bit like Rounders in the US.
b) a splendid new simulation game from the above mentioned Advance Software Promotions.
c) best of all, it's a really good excuse to make off-colour hardball jokes, like the first line of this paragraph. Heh heh.

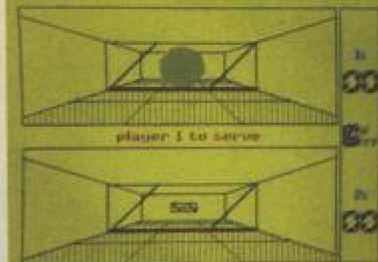
Way of the Tiger II

Having beaten our brains out with *Way Of The Tiger*, Gremlin (just add water) Graphics is about to smack our chops with *Avenger — Way Of The Tiger II*. It's based on the first book in the Tiger Gamebook series. Other new cucumbers from the Gremlin Greenhouse are *Footballer Of The Year* (guess what sort of a game that is!), *Future Knight* and of course the mega amazing *Trailblazer*. In it you play the part of a football... (Huh?) Yes, a football, bouncing along the chequered highway of some far away planet. Why? For fun of course, silly. And v. good fun it is too. *Frontlines'* hi-score on this is completely ginormous.



room 10





Nope, not the Downing Street nuthutch. No, this is a room on a far distant planet belonging to the Galcorp Leisure Corporation, where tired *Tau Ceti* players can let off a bit of steam and play a spot of 'glyding'. Glyding, in case you've just spent the last thirty years on an ice planet, is a kind of 3D ping pong game for two players. Get your ticket to the next game from CRL, price £7.95.

*

Ooh la la. What 'ave we 'ere mon petite peche? Sacre bleu, it iz 'im, ze one wiz, caterpillar on 'is lip. *Asterix And Ze Magic Cauldron* — ooh! Melbourne Maison 'as released zis little minx for your petite Speccy — ooh what Gaul zese people 'ave. Asterix and his très gros ami Obelix who is built like ze, 'ow you say, briquette maison de merde and is as thick as Maurice Chevalier, 'ave broken ze cauldron. Ze Chief Vitalstatistix 'as put 'is food down... squelch... and sent ze terrible duo off in search of ze bits. Zut alors, 'ow are zese men of very little brain to find zem with all zese Romans and gladiators roaming la rue. And zey can't even Getafix from ze very powerful potion — oh non!

!!!

Shurely there kan't be any more news I kan hear you say. No journalist kould be that good. But yes, I have to admit there's more and it's all hot oph my head.

Anyway David 'No I wasn't in the Monkees' Jones, the inphamous writer ov the Magik Knight trilogy is presently writing an arkade game kalled **Droid Island.** More about that next month.

Remember the Arkade Spesial a kouple ov issues bakk where I told you Konami was to bring out their own Spektrum version ov koin-ops? Well, I kan now konphirm 100 persent, absolutely dephinitely, without a shadow ov a doubt that Konami is releasing **Jail Break, Nemesis, Super Basketball** and **Iron Horse**. Phollowing in their phootsteps will be the immensely suksessphul **Salamander** but you'll have to wait a while phor that one.

That other master ov arkade konversion, Elite has been busy too. Up'n'koming on the Spekky phront is **Ikari Warriors, Kommando 86, Stringphellow, Hawkes New Airwolph** and **Spase Harrier** — all ov them should be out by Khristmas.

Well stone me, a sertain sophtware kompany has just skooped the lisensing deal to a very well known philm. Ha, but I'm not going to tell you what. Okay, okay I submit. It's Oshean and the philm is **Kobra**. Not only that it's also lisensed **Top Gun**, that was a box ophise hit in Amerika, and **Short Sirkuit**. Look out phor the arkade konversions **Mag Max** and **Galvan** — you kan get a phree kopy ov either ov these iph you take out a subskription to *YS*. Boy, what more kould you ask phor? Well . . . To top it all Oshean's also adding another to its kompilation range — **They Sold A Million 3**, brought to you by the Hit Squad.

Brrrrrrrrr! Here's something to send shivers up your spine — Mikro-Gen's Mike Meek . . . klunk I rekkon another key has phallen oph . . . where was I? Oh yes, Mikro-Gen's Mike Meek has just been telling me about **PhrostByte**, its brand new game. It pheatures the rather slinky Hikky who's a bit oph a kreezer and phrom the planet Kosmia. He's got a bit ov a sweet tooth and spends his time stuphing his phase to phind out the dipherent ephekts ov various sweets. Sounds a bit stikky to me!

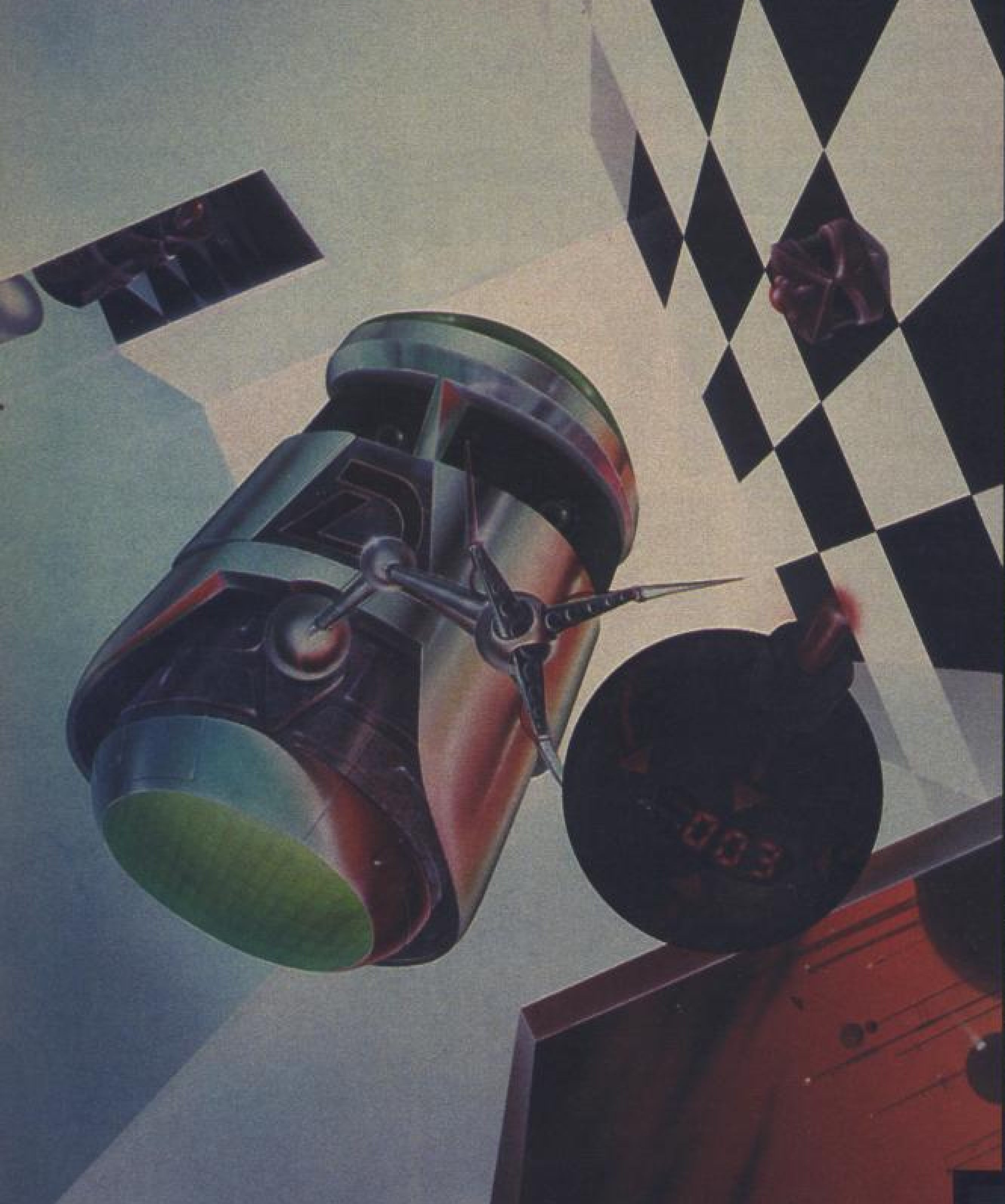
How are your shokk absorbers? 'Kos Martekh's are pretty kosmik at the moment. No I haven't gone mad, I'm talking about its new game kalled **Kosmik Absorber** that's 'phull ov 3D blasting phun'. Iph you phansy a bit more ov an intellektual khallenge katkh **Katkh 23** when it komes out later this year.

Phew! It's just as well I've phinished T'zers 'kos praktklly ll the keys hve phllen out nd . . . briiiiiiiiiiinggggggggggg . . . the bell's jst stkk too. . .

Teresa Maughan

DEACTIVATORS

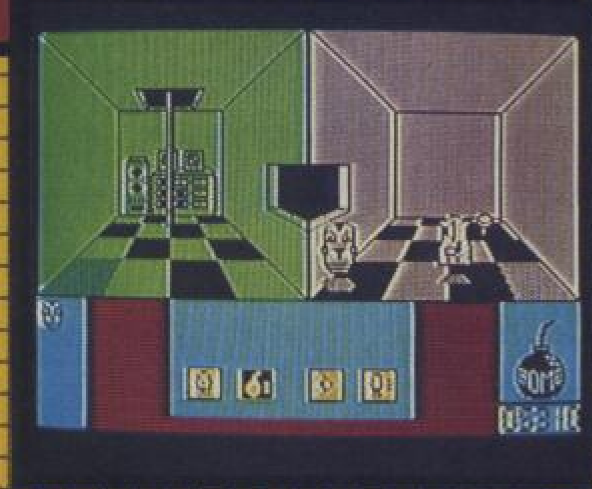
ARE COMING SOON!



BAD TIMES GUYS! As head of security at the Gravitational Research Institute I am just settling down to my roast banana and garlic pie when suddenly my hotline goes! A fanatical group of saboteurs have infiltrated the Institute, planted numerous time-bombs **AND** reprogrammed my robot guards to give me a hard time!

Well, that's it then! I have to call in my elite force of Deactivator Droids to clear the 5 labs and sort out the nutty guards. Of course, it's not so easy to move from room to room when floors may be ceilings and ceilings may be walls!

If they can throw the bombs out before we **ALL** end up defying the law of gravity then maybe I can finish my pie!



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HURDIE HURDIE WAHAY!

I have a problem. Why can't I buy *Sam Fox Strip Poker*. In Sweden I've been looking for it everywhere and I can't find it. It's probably the moralists up here in the north who've stopped it.

Maths Bäckman
Uppsala, Sweden

You do have a problem — wanting to buy Sam "Wahay" Fox Strip Poker. But a more likely explanation than the Swedish Mary Whitehouses is that a young lady wearing very little round the Uppsala region could find that she's soon had her assets frozen! **Ed**

GOSFORTH AND MULTIPLY

"That which has made them drunk hath made me bold" wrote William Shakespeare in a book of mis-spellings called Macbeth. The exams have passed, the results are near, I may have failed, that I fear, but I am back!

Forget the intro, September YS was a mess. The letters page focused mainly around a young (?!) girl (*?! Ed*) named after a fizzy drink. (*Um Bongo? Ed*). The reviews weren't bad, but *Deathchase-6!*

Now for my attempt at a Trainspotter Award: Program Power Pull-Out program *Bubble Trouble* had no Hex Loader, I bought eighteen copies of Sept YS but there was still no sign of one. Sort out your typesetters quickly because as good old William would say, "If it were done when 'tis done, then 'twere well it were done quickly;"

John Pinkney
Gosforth, Newcastle-upon-Tyne

Is this a dagger I see before me? As Bill the Quill would say, "Bubble Trouble, toil and a flippin' pain in the Richard the Thirds." If you still can't get the game in any witch way, an sae secures a loader. Now out damned spot! **Ed**

TOMMY ROT

Correct me if I'm wrong (*You're wrong! Ed*) but my sources and powers of deduction tell me that Rachael "she who loveth Gwyn and writeth the pathetic small reviews" Smith is a fan of Tom Lehrer! See if you recognize these:

"I ache for the touch of your lips, dear.
But much more for the touch of your whips, dear." (The Masochism Tango)

"We will all bake together when we bake
. . . nearly three billion hunks of well-done steak."
(We will all go together when we go)

"So though for breakfast she makes coffee that tastes like cham . . . poo!
I come home to dinner and get peanut butter stew
Or if I'm in luck, it's broiled hockey puck!"
(She's my girl)

At this juncture budding Sherlock Holmeses should turn to page 13 of the September ish. And one can obviously count on Gilbert and Sullivan for a really rousing finale — full of words and wit and music and signifying — nothing!

Sprog the insane, alias Tom "smart-ass" Salinsky
Wembley, Middlesex

You're a complete and utter nutter. They'll be poisoning more than pigeons down in Wembley Park when this gets out! **Ed**

MON GUS

Serious matters — what time does T'zer get off work and does she like haggis. (Haggis is the name of my pet snake — which T'zer can come and see anytime!)

Gus Thomson
Linwood, Paisley

I'd love to have haggis and a wee dram with you. But I'd have to bring Rocky with me — Rocky, my pet mongoose. Who, by the way, is more than a little miffed that his hero, Sylvester Stallone, has now brought out a film called Cobra. If you're reading this, Sylv . . . **T'zer**. *Do be quiet before I bash both your neeps.* **Ed**

CAROLINE'S STORY

(Written in the outdated English spoken at Castle Rathbone)

Wons upon aye tyme
There woz aye faire
mayden bie the nayme
of Caroline,
And it woz at Carsel
Waffbone that she
workt.
Alone and skaird woz
she – coz at Carsel
Waffbone lurkt
Too orrabull peepul
who'd been there sins YS
woz borne.
They wur the Ed and
Teresa Maughan.
They did nott lyke faire
Caroline
Sumtymes they sed,
"Heeya, doo this work,
it's yourz not myne!"
One day Caroline
deesyded to goe on
stryke –
She even told the Ed and
TM to tayke a hyke.
That mayde them soon
chaynge their choon:
They gayve her her very
own roome
And tolde her that she
woz now Desygner.
Synce then the mag has
been really triff and
ayce
And Caroline has lyved
happily ever after.

Peter "President of the Make Eastleigh famous (and did you know that the first Spitfire took off from Eastleigh Airport Club" Squire (*Who're you calling squire, Squire? Ed*)
Eastleigh, Hants

O kinde younge sire, thou art not thick
But tell me, art thou completely dyslexic?
Caroline

Forget Lesley Ash and Tracy-Louise Ward, forget Teresa Maughan and Anne Diamond and forget the Ed (well, maybe I shouldn't go that far but forget those others), I give you Ms Caroline Clayton. Yes! Good ol' Ms CC herself, well what can I say after that stunning photo in the Sept ish! She has got to be the most beautiful young lady on the *YS* team (or is it a team? The end product is always so muddled). Anyhow back to reality (*This is reality? Ed*), please send me a full size cardboard cut-out of Ms C or failing that a bit of vintage TP belly fluff (pickled please!)

Yours in a raging passion for Caroline,

Galdor Craeftig
Sawbridgeworth, Herts

PS I like your designer Miami Vice stubble, Ed! See page 4, Sept ish.

Don't talk to me about my stubble. After the harvest a couple of weeks back, I attempted to burn it off (as recommended in the last issue of Farmers Weekly) but the fire spread downwards and my Gary Glitter chest wig went up in flames. As to your last request, we were all at sea over Pete's navel fluff (sea, naval, forgeddit) so here's a life size do-it-yourself cardboard cut-out of the fair Caroline. **Ed**



TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



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ZX SPECTRUM

TASWORD TWO

THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"
HOME COMPUTING WEEKLY APRIL 1984

"If you have been looking for a word processor, then look no further"
CRASH JUNE 1984

With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT

THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY

THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1 cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY

THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

TASMAN PRINTER

INTERFACE

TASPRINT PRINTER INTERFACE for the ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

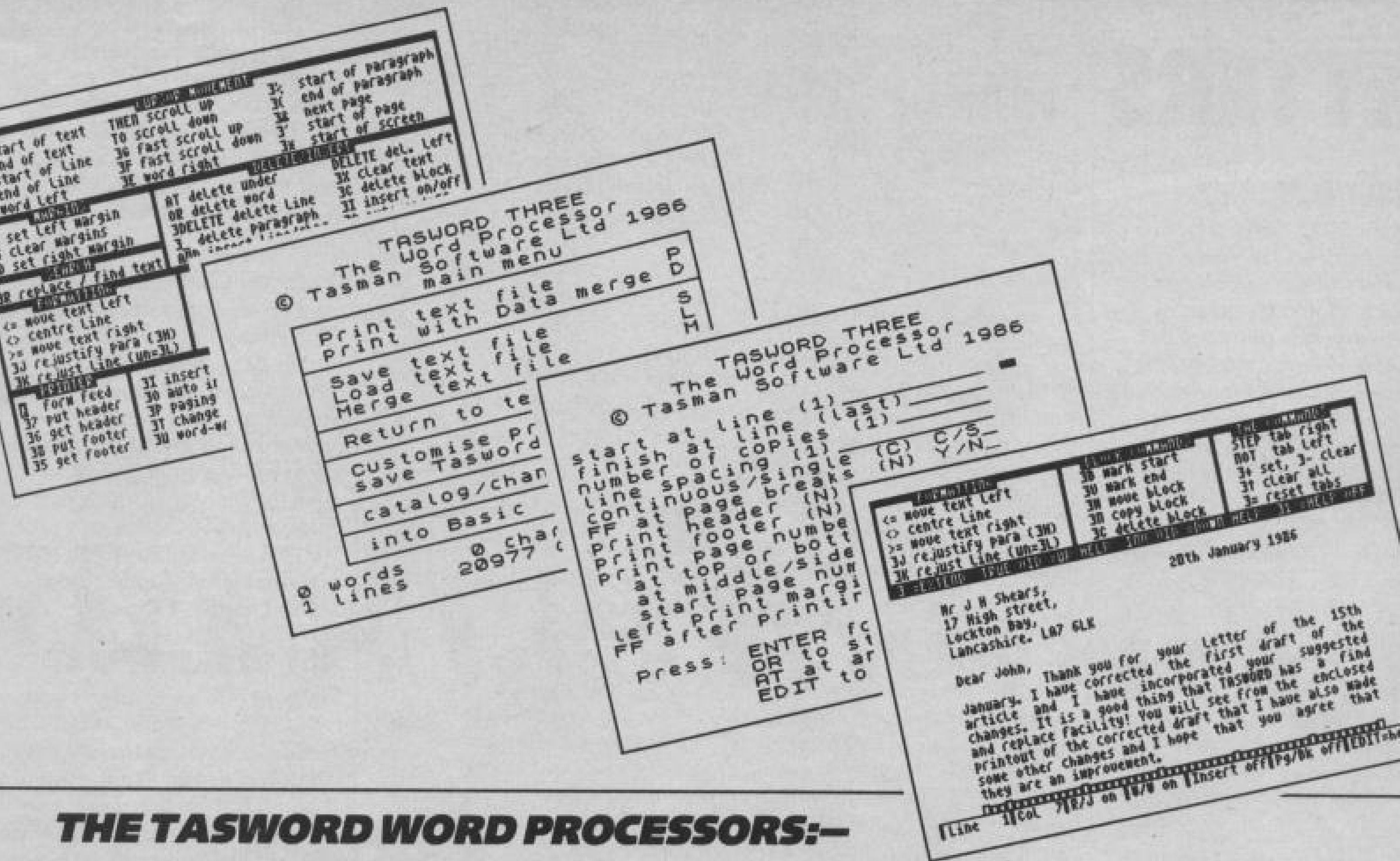
		BROTHER M1009
AMSTRAD DMP 2000	NEC PC 8023B-N	BROTHER HR5
EPSON FX-80	MANNESMANN TALLY MT-80	SHINWA CP-80
EPSON RX-80	STAR DMP 501/515/5610	DATAC PANTHER
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER II

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - A FUTURISTIC SCRIPT
LECTURA LIGHT - clean and pleasing to read
MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.

Compatible with Spectrum, Spectrum+, and 128K Spectrum





THE TASWORD WORD PROCESSORS:—

TASWORD THREE — *for the ZX 48K Spectrum — Microdrive £16.50*

TASWORD 128 — *for the ZX Spectrum 128 — Cassette £13.90*

TASWORD PLUS TWO — *for the ZX Spectrum + 2 — Cassette £13.90*

TASWIDE

THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum cassette £5.50

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE

FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc £19.50

ZX SPECTRUM 128

TASWORD 128

THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128 cassette £13.90

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long — this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL

QL is a trademark of Sinclair Research Ltd

TASCOPY QL

THE SCREEN COPIER

TASCOPY QL for the Sinclair QL microdrive cartridge £12.90

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL

THE STYLE WRITER

TASPRINT QL for the Sinclair QL microdrive cartridge £19.95

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

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LETTERS

JUMBLY'D UP

The only good parts of your magazine are Task Force and the letters about *Jumbly*, each of which should be given at least two pages per issue.

Jumbly is years old but it's still great fun and the graphics are much better than most of the new games now. The titles I have are LETTERS, JUMBLY, NURSERY, FLIGHT, PLANS, WINDOW, VERSE, VERTIGO, TUNNEL, TRAINS and STAIRS in that order. STAIRS is the final picture and when you complete it you get a code based on your name.

Kevin Watts
Great Dunmow, Essex

PS If you can't manage two pages of *Jumbly* letters, just print mine (extra large) each issue.

Wow, that'd be mega. We could change the name to Your Jumbly *and have quotations from that Edward Lear poem about the Jumblies but off hand we can only remember the one about the Owl and Pussycat who went to pee in a boat and one about the luminous dong, but as this is a special Shakespeare letters page here's a quote from King Lear, "Tis a naughty night to swim in." Oh, they don't write 'em like that any more.* ***Ed***

WELSH RABBIT

What on earth does Gwyn think he's playing at? Okay, I can understand the strained reviewer being driven to the odd spurt of perversity, discussing squashed babies and crazed grapplers, but the review of *Tremor* in the September ish surely warrants a call from the men in white.

I brought *Tremor*, the recent release from Americana, a couple of weeks ago having been impressed by a running demonstration of it. It must surely be one of the best budget games I have ever bought, and I would rate it much higher than other classics in my collection such as *Spellbound* and *Knight Tyme*.

STAR LETTER

Firstly, the little Welsh twit waffles on about the instructions of the game being unintelligible and a considerable contributor to the game's downfall. What a load of leek stew! The blurb, in my opinion, is quite amusing and a welcome change from the usual deadly serious stuff that packages most games nowadays.

Secondly, I found the 400 screen map which accompanies *Tremor* extremely useful, as it allowed me to get into the game much more easily. I've visited at least 200 of the rooms, and contrary to the opinion of Captain Daffodil, it is perfectly accurate!

And what's this about the speech? It seems to me that farmer's boy must have had an overdose of dung in his lugholes when he was treated to this, a masterpiece of Speccy oratory.

His major complaint, however, was that the aliens kept appearing too near him and splatting him before he could bottle. Well, if you stay in one place without firing, jumping, thrusting or smartbombing for too long, I dare say one of the angry extra-terrestrials will risk a kamikaze run but to me the sprites were a joy to watch. Just sit in a secluded corner of the screen and watch them bounce around in a beautifully choreographed sequence!

Marc Wilson
Charlton, Middlesex

PS If you don't print this letter, I'll come round wth a pitchfork and give Mr Youknowwho's haystack a good turning over!

Look you boyo, any more yacky da out of you and you'll end up as Eisteddfodder. The land of my fathers will rise again as in the days of the great Owen Glendower and smite the cursed English. This winter I shall see to it that you are well and truly Snowdon. And the men of Harlech will forego choir practice and . . .

Why, oh why, must you start him off. He only comes from North London. ***Ed***

TRAINSPOTTER AWARD



To the bloke I'll get a trainspotter off . . .

In the September ish, the arcade feature by T'zer had two glaring errors and one that is debatable. Here they are:

1) You do not have to be over 16 to go to an amusement arcade: my parents have been managing one for 11 years and during that time the old Bill has been in and out on many occasions and not once did they stop anyone from 3 years to 333 years old (*Very old Bill!* ***Ed***) gambling on the fruit machines.

2) Someone in your art department got drunk. (*It'll make the news when they sober up!* ***Ed***) The photo for the arcade version of *Commando* was definitely on its side.

3) All the video games in our local arcade are only 10p per play and not 20p as T'zer stated.

So, I want three trainspotter awards or at least one anyway. Keep up the high standard of YS and how about more letters.

Jok
East Looe, Cornwall

To the bloke who's not getting a trainspotter off me.

1) The force ain't with you! I checked with the local constabulary and was told that you do have to be over 16. And now you've blown the gaffe, you'd better hope that your old Bill doesn't get off his bike and nab you.

2) Hic! Art Ed. Okay, you win this one. You get the award. ***Ed***

3) It's alright for you lot out in the sticks. Here in the smoke it's 20p a shot. I could do with a holiday — you couldn't put up an inpecunious editor by any chance? ***Ed***

NOT TO BE SNIFFED AT

I'm glad you've changed your smell. Your brilliant, excellent, fantastic, amusing, lovely mag YS doesn't smell like it used to. It could just be the shop I buy it from but I don't know. I smelled the September ish and the May ish (sorry I never bought the June, July or August 'cos I was on holiday and I couldn't find 'em) and they smelled different. Well, to be exact the September ish doesn't smell at all. Not that I didn't like the smell of May's but it's certainly improved. Well done you lovely people at YS. I'm going to buy lots of your mags.

Mark Bryan
Luton, Beds

Haven't we always said that YS is a mag that's not to be sniffed at? As you now nose, we've had the YS Olfactory on the scent of this for a few months and the first completely odourless issue hit the shops in September — that's right, it's the first mag with snout taken out! But what's this about the June, July and August issues — do you realise that you've denied your nasal orifice an exquisite odoriferous celebration. June was full of East 10 promise, perfumed with the musky incense of the orient — Leyton Orient. July tickled the nostrils with the salty smack of a gentle sea breeze — one to warm the cockles. And August was a pot-pourri of country fragrances — lavender and hollyhocks, sweet grasses and cow pat. Now you know why we've stripped the pooh bear! ***Ed***

TAKE A BEATING

On Friday 18 July at 8 o'clock I completed Gremlin's *Jack The Nipper*. Did anyone beat me?

Jack The Entwistle
Birmingham 8

Pass that cane and I will! ***Ed***

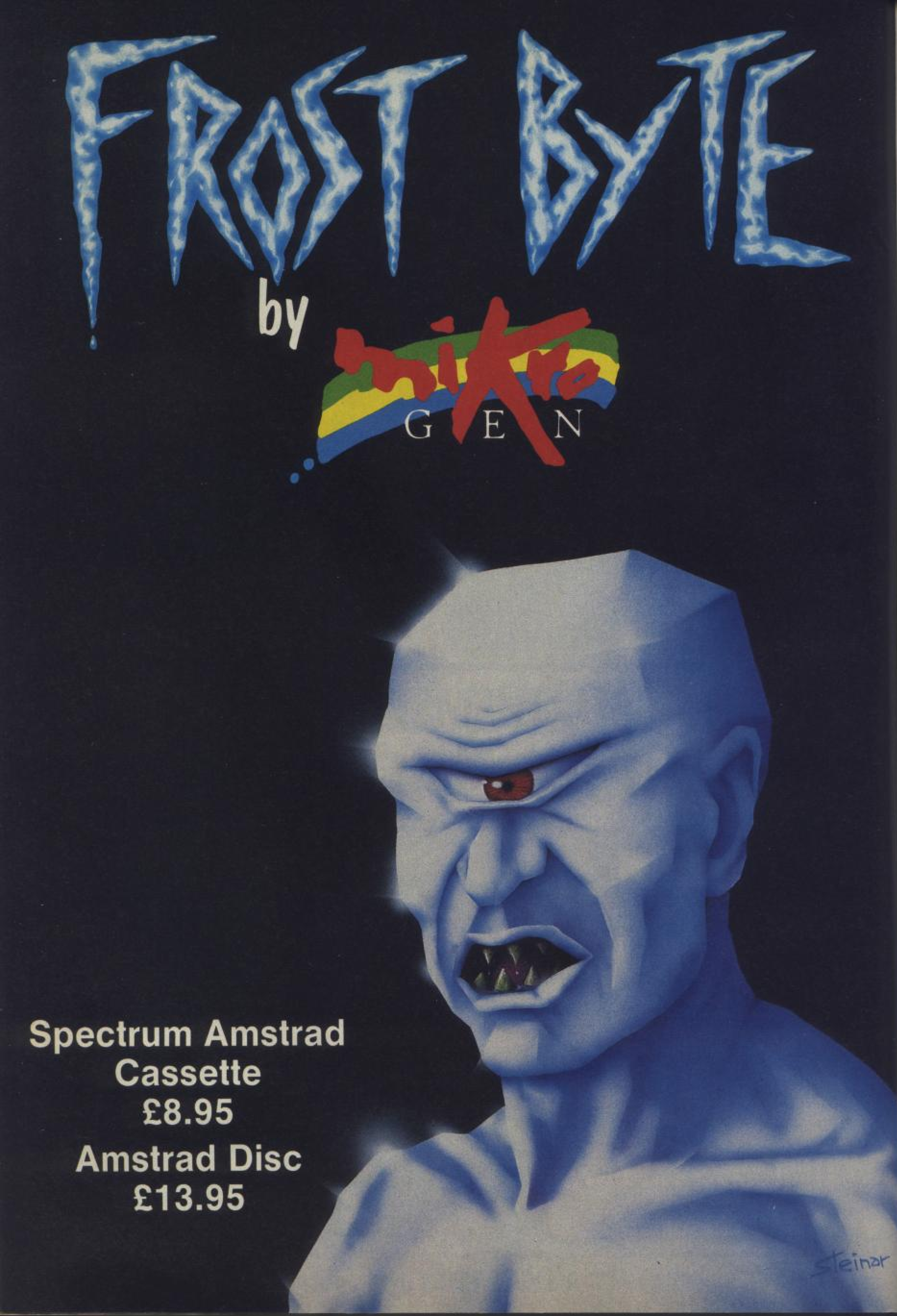
DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



The Fist Explodes — by Kevin Curtin


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LETTERS

RHUBARB CRUMBLIES

I keep meaning to write but being a YTS peasant (*As opposed to a YS peasant! Ed*) I can't afford the stamps. Whilst flicking through the mag I saw the ad for the Opus which I then sent off for. Delivery time was okay. Two days. But when I connected it to my old faithful it wouldn't work. Disheartened, I rang Opus. "Oh, it's the Z80. We often have this problem." I thought this was a load of rubbish. So did my dad. So did everyone at my computer college including the teaching crumblies.

My dad rustled up a few Z80 chips and, stand back in amazement, the drive worked and loaded the copying program. Everyone looked right wallies, especially the crumblies.

Christopher Ali
Chelmsford, Essex

Which just goes to show that when the chips are down, that's the way the crumblies cock it up. Ed

DIRTY MAC

Whilst I was searching for my favourite Spectrum magazine, YS I noticed another mag called *MacUser*. Being of a curious nature I delved into its pages and explored the world of the Macintosh, tosh.

The first thing I noticed was that *MacUser* had the same address as YS. Can this be true? Is YS being run by a Macintosh? After I recovered from this shock, I put back the Mac mag and picked up YS.

Whilst reading the ish (YS7) I saw the Hit List page and at the bottom of the page I saw some graphics depicting the fortunes of Gremlin Graphics. These graphics looked as though they weren't done on a Spectrum. Were they done on an Apple Macintosh perhaps? This discovery also applies to the titles of the reviewed games in that issue which also have the Mac look.

So, are the YS team really Macs with old clothes on?

Philip Latham
Macclesfield, Cheshire

You have discovered our filthy secret. The YS team has joined the dirty Mac brigade. Ed

SUB STANDARD?

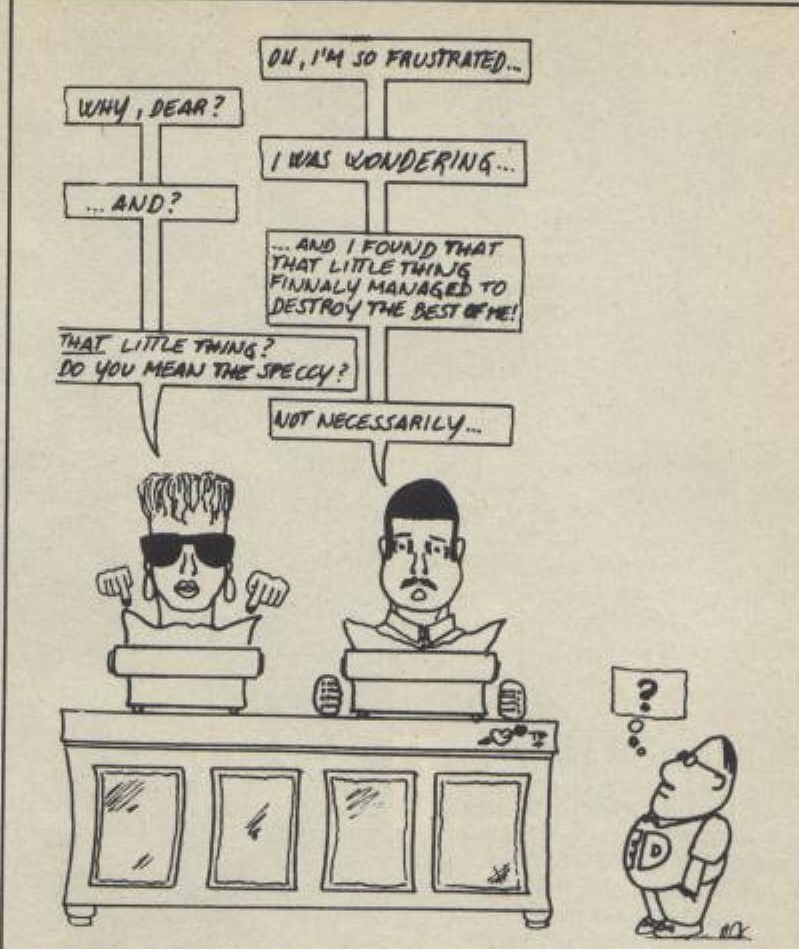
The other day I was at a friend's house and while he was on the loo, I looked under his bed (That Max Phillips has got a lot to answer for — see YS8) and found an inferior computer mag (which shall remain nameless.) I quickly flicked through it and saw an ad for subscriptions to their mag. When you subscribed to them you got a choice of a game, free.

Why doesn't YS do this? Is this because you're skint? Or is the Ed too stingy? And I think it would be a good idea if you gave us a *Teresa* (kiss, kiss etc . . .) *Maughan's Strip Poker* as a Program Power pull-out. After all, if we can get to see Sam Fox's digitised doo-dahs, why shouldn't we look at Teresa (drool) Maughan's. Maybe she has no doo-dahs to be digitised! Has she?

Shane Reid
Belfast, N Ireland

Yes, I am skint. Yes, I am stingy. But in a moment of unheard of generosity I overcame my natural inclinations towards parsimoniousness (and writing long words) and I am now offering a free game worth £7.95 with every subscription to YS. But you can read all about that on the subs page — I'm not writing any more about it here. Paper costs money you know. Now as for T'zer's doo-dahs, don't let her hear you mention them. But just to prove she has got them, here's a pervy piccy.





Portuguese Sinclair Blues from Paulo Jorge Bastos.

NARKED OF YESOD

"Great, an infinite lives program for 128K *Arc Of Yesod*." Click-hum-rustle-rustle-tap-tap-tappity tap-tap-tap-click. "There, finished. Now to run it!" Click, click.

Beeeeeee bop, beeeeeee diddly, diddly etc...

Half an hour later...

"Hooray, it's loaded!" Three channel music pours forth.

"Right, Kempston joystick - away we go!" More music plus various explosions and pops etc.

"Blast I died!... and again... still, not to worry, I've got infinite lives!... Damn!" ... 3 channel death march..." Hey, what's going on?"

Great, an infinite lives program for 128K Arc Of Yesod... now, how's about printing one that works!

T Hearne
Newport, Isle of Wight

I dunno, some people are just never satisfied. The program gave you all the pleasure of anticipation and you still want more! Oh, I'll have a word with Chris Wood I s'pose. Chriiiiis. I want a word with you. Botty! Ed



YS — refreshes the parts other mags cannot reach. From Andrew Hudson.

SMALL PRINT

Hello! I just want to say this. Thank you for a lovely Maughanzine!

Fredrik Bjarfors
Taby, Sweden

Well, everyone knows that YS starts its life as T'reze! T'zer

I think this is the first letter that'll disgrace this mag.

C Gallimore
Winstanly, Wigan

Obviously a new reader. You can catch up on all the other disgraceful letters we've printed by checking out the back issues. Ed

Pathetic! Can't your YS team add up properly or were they born totally thick?

Adrian Middleton
Cunningsburgh, Shetland

No, they had thickness thrust upon them! Ed

You couldn't by any chance send me a copy of the print-out of Samantha Fox that appeared in your September issue?

Stephen Martin
Drumoyne, Glasgow

Don't tell me. It's for this 'O' level project you're doing. Ed

VOX POP

Launched on an unsuspecting public, *Troubleshootin' Pete* (Likes *Hopscotch, YS* software and his anorak) and mad pics man *Phil South* (Likes *Trap Door*, fuschia and beans on toast) try to find the pulse of the people at this year's Personal Computer World Show.

Hemal Radia from Ruislip is 13. His favourite game is *Green Beret*. **Likes** Movie, the colour red and Ocean's software. **Dislikes** games that won't load. He owns a spiral bound reporter's notebook, an anorak and he reckons he's a Trainspotter!



Andre Morel's from Luton. He's 17 with size 12 feet (wow!) **Likes** *Spy Hunter, Gauntlet* (in the arcades), and the colour of lentils (hey, guys, double wow!) **Dislikes** the price of some games compared to the budget labels and the Sanyo stand. Andrew would like to see a Kempston joystick interface built into the next Sinclair machine.



Stephen Burton, 15, comes from Clapham (okay, yah) in London. **Likes** Melbourne House games, *Ghosts 'n' Goblins*. **Dislikes** his friend (**"the most boring thing at the Show"**) and **"when you're really doin' well in a game an' it messes up"**. His fave computer's a Speccy (a man of taste, here), but doesn't know if he's going to buy a Spectrum 128+2.



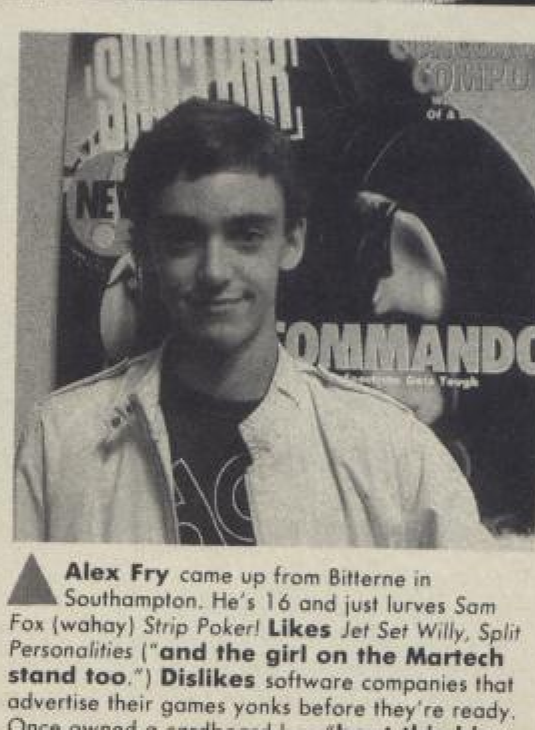
Carl Norman comes from Barnhurst in Kent. He's 13 and his fave game is *Dan Dare* (**"*Space Harrier* in the arcades, though"**). **Likes** *Uridium* and grey socks. **Dislikes** the age games take to load. Once owned a large cardboard Apple box and a pair of mittens on elastic. Possesses an anorak but claims not to be a Trainspotter!

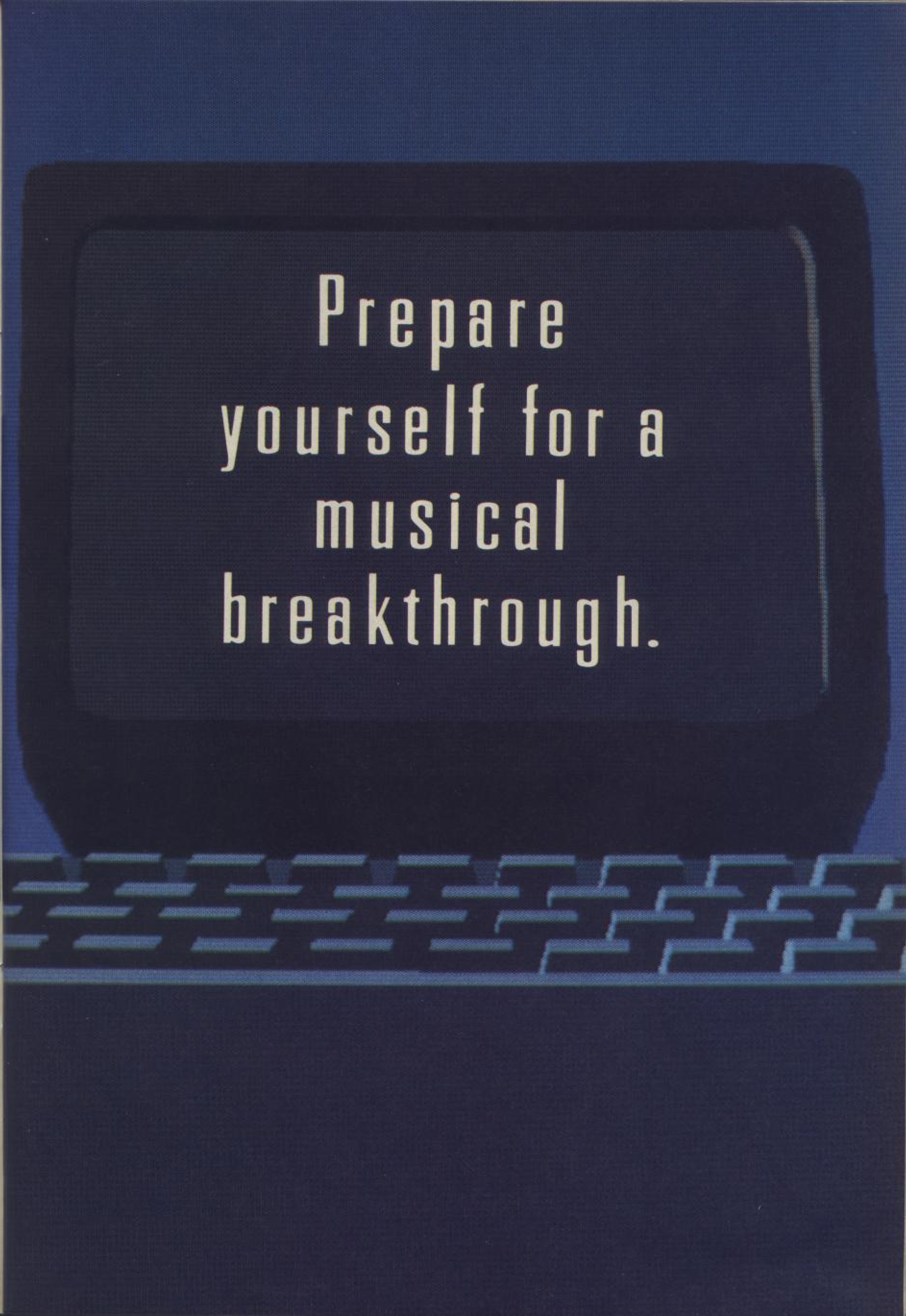


Stephen Grimley is 15 and comes from Wandsworth in London. **Likes** *Bomb Jack*, US Gold and the karate arcade game **"where a bloke picks you up off the train"**. He also took a fancy to three gals on the YS stand (T'zer, Sara and Ed in his evening frock?) **Dislikes** games that won't load and his mate Spotty. Reckons the length of a piece of string **"depends how long the reel is!"**



Alex Fry came up from Bitterne in Southampton. He's 16 and just lurves *Sam Fox (wahay) Strip Poker!* **Likes** *Jet Set Willy, Split Personalities* (**"and the girl on the Martech stand too."**) **Dislikes** software companies that advertise their games yonks before they're ready. Once owned a cardboard box **"bout this big by this big"**.




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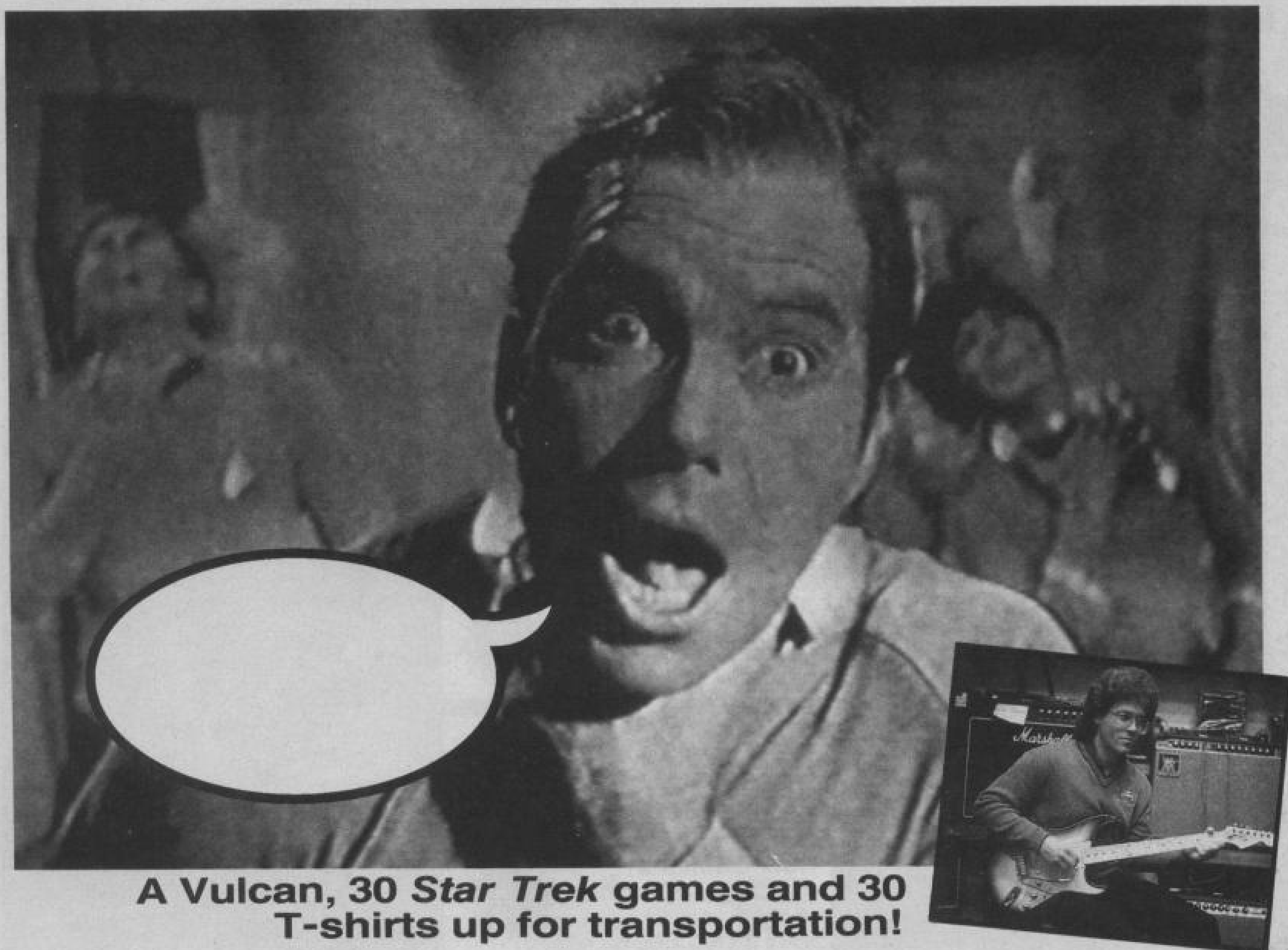
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YS/BEYOND COMPETITION

BEAM ME UP SPOTTY!



A Vulcan, 30 *Star Trek* games and 30 T-shirts up for transportation!

Ear, how'd you like to get your hands on a Vulcan? No, not Mr Spock — that would be highly illogical. It's a shiny new, squeaky clean Vulcan electric posing machine — or guitar to you. (Quick joke: how d'you spot a Vulcan's guitar? He keeps coughing!) No longer will you have to strum thin air making wah-wah noises. The rest of your family'll be doing the wailing while you let rip with the riffs. And there are no strings attached. Well there are on the guitar but not to the compo. And don't fret if you can't play 'cos it's never stopped Mike Reid. Worse luck!

And that's just one of the prizes in our spaced-out Star Trek compo. You can also win one of 30 copies of Beyond's new game and 30 *Star Trek* T-shirts.

Star Trek, the game, should really phaser you. The Klingons are marauding round space having taken over people's minds. Well, have you seen the Ed lately? Not only that but there's a pretty gross rebellion going on in Klein Space. As commander of the Enterprise, your mission, should you decide to accept it Jim (*Wrong programme! Ed*) is to boldly go where no man, or woman or little furry animal has been a gonner before. You've got over 1,000 stars to explore and there are 256 sub-plots as well as the major one. As for Captain Kirk — *Elite* his heart out over this one!

If you think you're an Enterprising sort, have a bash at writing a really wacky caption to the Star Trek pic below, and make it as warped as humanly possible. Fill in the coupon and send the whole cosmic caboodle, or a photocopy, to the Beam Me Up Spotty Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

What a vulcan! Okay, so it hasn't got big pointy ears but it doesn't half wang!

Name ....

Address ....

....

.... **Postcode** ....

Rules

It's not only highly illogical for employees of Sportscene Specialist Press and Beyond to enter this competition — it's illegal as well.

Entries received after Star Date 30.11.86 will be jettisoned into space.

If you argue with the Ed you must be warped to a factor of at least ten.

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HIT LIST

There's a new, improved look to *Hit List* this month. The chart's been extended so that the top twenty Speccy games are covered. The 12 Months Ago chart is still there, and *YS* Tips For The Top have been added. These are five games that I reckon are going to zoom into the charts very shortly, especially when you've read the reviews in *YS*! Another new addition is the *YS* ratings. These are the marks that each game got when they were reviewed, so that you can see at a glance what the *YS* team thought of the game you're about to buy — a total turkey or a mega megagame!

THIS MONTH'S TOP TWENTY TITLES

Position (Last Month)	Weeks in Chart	Title/Publisher	YS Rating
1 (4)	5	**ACE**/Cascade	8
2 (5)	14	**Ninja Master**/Firebird	3
3 NE	1	**Video Olympics**/ Mastertronic	3
4 (2)	9	**Jack The Nipper**/ Gremlin Graphics	9
5 NE	1	**Stainless Steel**/ Micro-Gen	6
6 (3)	11	**Ghosts 'n' Goblins**/Elite	9
7 NE	1	**Full Throttle**/ 2.99 Classics	8
8 (1)	9	**Kung-Fu Master**/ US Gold	8
9 NE	1	**Kane**/Mastertronic	3
10 (10)	10	**Green Beret**/Imagine	9
11 (8)	14	**Knight Tyme**/ Mastertronic	9
12 NE	1	**Rebel Star**/Firebird	7
13 (6)	11	**Molecule Man**/ Mastertronic	6
14 (9)	5	**Bobby Bearing**/ The Edge	9
15 (7)	11	**Theatre Europe**/PSS	8
16 NE	1	**Universal Hero**/ Mastertronic	5
17 (RE)	26	**Spellbound**/Mastertronic	8
18 NE	1	**Cauldron II**/ Palace Software	9
19 RE	21	**Incredible Shrinking Fireman**/Mastertronic	7
20 NE	1	**Formula One Simulator**/ Mastertronic	7

12 MONTHS AGO

Position	Title/Publisher
1	**Frank Bruno's Boxing**/Elite
2	**Hypersports**/Imagine
3	**Highway Encounter**/Vortex
4	**Frankie Goes To Hollywood**/ Ocean
5	**Dynamite Dan**/Mirrorsoft
6	**Glass**/Quicksilva
7	**Softaid**/Softaid
8	**Nick Faldo's Golf**/ Mindgames
9	**Dambusters**/US Gold
10	**Spy Vs Spy**/Beyond

YS BUBBLERS

- **Miami Vice**/Ocean
- **The Great Escape**/Ocean
- **Scooby Doo**/Elite
- **Trap Door**/Piranha
- **Hijack**/Electric Dreams



DESERT ISLAND DISKS

Introducing this month's two castaways, *YS* megamappers Mischa Welsh and Stephen Hill. Music maestro please . . .

Arcadia/Imagine
Mischa: The very first game I ever bought, way back in '82, when £5.50 was a bit steep . . . Great fun though!

Bomb Jack/Elite
Stephen: Simply the most utterly, completely, brilliant game on the Speccy!

Bobby Bearing/The Edge
Stephen: Now here's a game with real balls . . .

Match Point/Psion
Mischa: A really accurate simulation, this one. All you need are strawberries and cream and faintly in the distance you hear "Net . . . Advantage Mr Becker".

Fairlight/The Edge
Stephen: The best 3D role player around, with lifelike characters and settings . . .

Manic Miner/Software Projects/Bug-Byte
Mischa: Not only the first platforms and ladders game on the rubber thingie, but the first to star a Willy.

Cookie/Ultimate
Stephen: Incredibly addictive . . . I lost hours of sleep with this one.

Deathchase 2000/Micromega
Stephen: This oldie comes from a time when tearing around an Endorian forest on an Imperial speeder bike seemed like my wildest dream come true.

And finally, chaps, what would be your luxury items of no practical use on your island?
Stephen: A black prostreet 1957 Chevrolet BelAir, two door pillarless sports coupé, with a full tank of gas.
Mischa: Tina Turner!

SCREEN SHOTS

Those stars of the Speccy's silver screen *Max Phillips*, *Rick Robson*, *Luke C*, *Tommy Nash*, *Chris Palmer*, *Phil South*, *Troubleshootin' Pete* and the two lovebirds *Gwyn Hughes* and *Rachael Smith* settle back in their seats to review this month's games.

REVOLUTION

Vortex/£8.95

Tommy If you're looking for a spot of Commie bashing, comrades, you can forget it. This *Revolution* hasn't even got anything to do with the ill-fated Al Pacino epic that bombed at the movies this year. But it sure is a game that's hot to Trotsky.

Revolution is a 3D puzzle game. You have to work your way through eight levels stacked one on top of the other. On each level there are four puzzles to solve, with a limited amount of time to solve them in, before you're transported onto the next platform. As for the puzzles — they'd have Rubik tearing his hair out! They all consist of two grey cubes arranged in different configurations. Touch one of the cubes and it turns white; now touch the other before the first goes grey again and the pair of them disappear and bingo, you've solved your first puzzle.

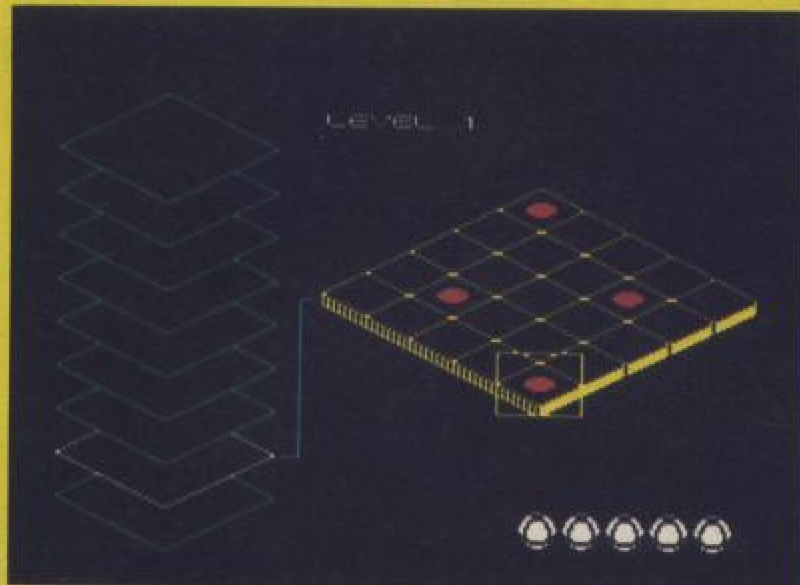
So, what could be simpler? Taking a day trip to the moon. Making a million. Working for *YS*. 99 per cent of all human activity actually. The big problem is that you're controlling a bouncing ball — though come to think of it, control is not quite the right word for the way I played the game. And you can only alter the direction of the ball when it hits the ground. You can also regulate the bounce of the ball but remember to take into account the momentum that it's already got. It's one hell of a tricky task trying to judge the bounce of the ball and move it between the cubes in the couple of seconds that you're given to complete the puzzle. And you're not helped if one of the cubes is completely hidden — yes, it happens — or if you keep getting frazzled by the spiky nasties.

But now the ball's in your court — you give it a go. Boing, boing, aaaargh! Oh, I forgot to mention that you can fall off the edge or between the cracks of the platforms into the inky void of oblivion. Still, four more lives to go. Boing, boing, aaaargh! And so it goes on.

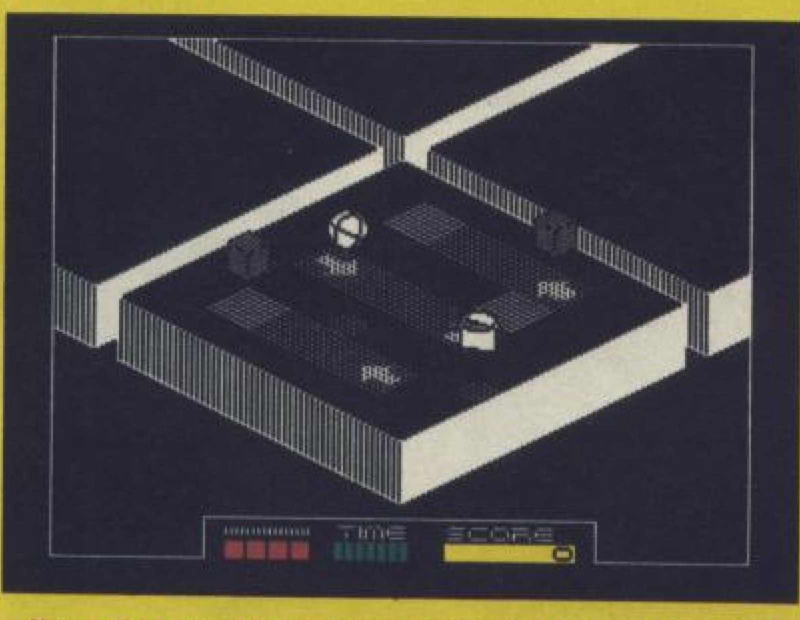
Addictive? I should say so! And you're not deterred if you can't get through the first platform on your first play and keep having to start back at square one again as you do in some games. The puzzles and platforms are re-arranged at random each time you start a new game.

There are no Red Squares in this *Revolution* but the monochrome graphics are all up to Vortex's usual standard. Yet another cracker from Costa Panayi, the programmer, that'll appeal to the more interlekchall games player. If that's you — Russian and buy it!

Graphics
Playability
Value for Money
Addictiveness
9



Okay, let's start at the bottom and work up. You can access the map of the level you're on at any time just by pressing the M key. It shows you the position of the four puzzles, the red dots, the square you're on and the holes you have to watch out foooo . . .



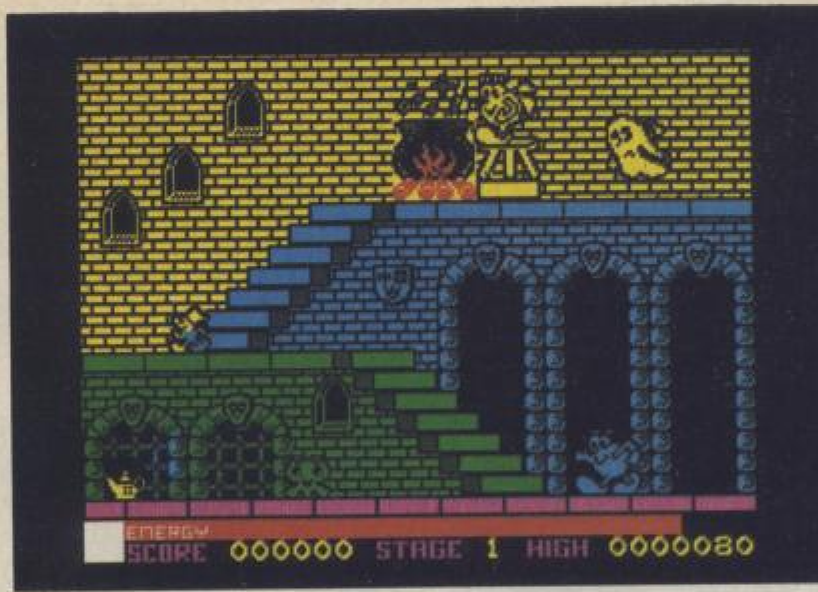
Now what could be simpler. Just bounce up and touch one of the grey blocks and then reach the other one before the first turns grey again. Trouble is you may find you have to bounce up high for the first then roll along the ground for the second so timing and co-ordination are of the essence. Enough tips here to keep Hex Loader happy . . .

YOUR SINCLAIR MEGAGAME

WIN EVERYTHING YS

OLLI AND LISSA

YOUR SINCLAIR MEGAGAME



Firebird/£1.99

Luke When you see a cheapie 'of this calibre you start to wonder if you should've been quite so critical of them in the past . . .

It's true that I might have dug down deep into my disgusting dictionary of diatribes and found something wrong with this program if it was billed as state-of-the-art and came priced at £9.99. But I'd have had to look hard and besides it's £8.00 cheaper!

Set in Shilmore Castle in the Shcottish Highlands (*Someone's been at the Shcotch! Ed*) the castle ghost Sir Humphrey gets the hump when he finds that a rich Yank is shipping his new property back to the States brick by brick. Sir Humphrey gets it into his head that if he makes a potion from eight ingredients lying around the castle he can become invisible, the humans will be frightened of him and they'll naff off back to Skyscraperville. I only said the game was good — I didn't say the story made sense!

And there you have the beginnings of an average platform game, with ghosts and ghoulies skilfully positioned to make each jump very difficult. You play Olli, a cross between one of Snow White's seven dwarves and a Smurf.

The graphics are the special event in this game. A look at the start-up screen should convince you . . .

Movement is smooth, and there's a slight dash of humour.If you don't move Olli around for a few seconds, he stands there tapping his oversized footwear, scratching his head while a cartoon bubble appears with a quivering question mark challenging you to make your mind up quickly and move on.

And there's a cute bit when your energy runs out and you lose your life — the screen goes black and Olli appears, only to be beaten over the head with an old-fashioned broom by Sir Humphrey.

The game is exceptional value for money and a worthy challenge to boot.

Graphics
Playability
Value for Money
Addictiveness
9

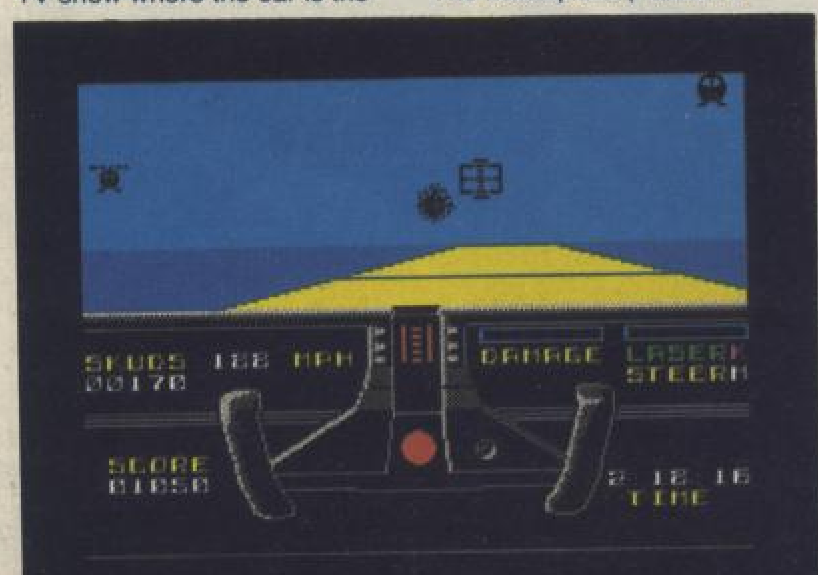
KNIGHT RIDER

Ocean/£7.95

Phil (Da-dum da-dum da-dum-da-dum-da-dum). After a long, long, long time in the making, and a huge amount of pre-publicity, *Knight Rider* has finally driven onto our screens. Why did it take so *long*? Well, one of two things happens with a licensed game. Either you have a really good idea for a game and use a recognisable character to give it credibility and then seek the license, *or* you seek a license and then try your darndest to think of a winning game. Actually what happens in most cases is that you don't bother to think of a winning game, and just hope that the name on it will sell it. Ahem. So where does *Knight Rider* fit in this picture? Let's see now.

There are three basic game elements to the game — the map screen, the room screen and the driving screen. The first part is a map of North America, where you plan your routes to different cities in the US to search for clues. When you get there, you see a room, a plan view like *Gauntlet* (and I use the comparison loosely) where you must hide from guards to make your way to the clues. Finally, the screen where you spend the most time, the driving screen, is a 3D view out of KITT's windscreen as you speed along the road towards your destination, with a lot of digital displays on your dashboard. The primary gameplay consists of controlling the driving, leaving KITT to shoot at the hundreds of helicopters that are flying at you, or shooting at the chopper hordes while KITT burns rubber.

Because this is based on a TV show where the car is the star the strength of this game should be the driving part of the scenario. It's not. A boring yellow road, whose only sign of movement is the little horizontal lines that zip down across the triangle of the road. The helicopters (I assume they're helicopters, but they could be giant locusts) are cheap and very tacky UDG style sprites, whose only real concession to 3D-hood is increasing in size and zooming off the screen before they get too scuzzy looking. The most disturbing thing about this game is the level at which it can play itself. As KITT is virtually impervious to any damage, you can quite happily play the game (letting KITT drive you to the next location) and do something else. I am 'playing' the game now as I'm writing this, which I guess is a sure enough sign of how involved the gameplay is.



This would have been a fair effort for a budget game, but for a full price, licensed game from a major software house, it hasn't got a hope!

Graphics
Playability
Value for Money
Addictiveness
4

PAPERBOY

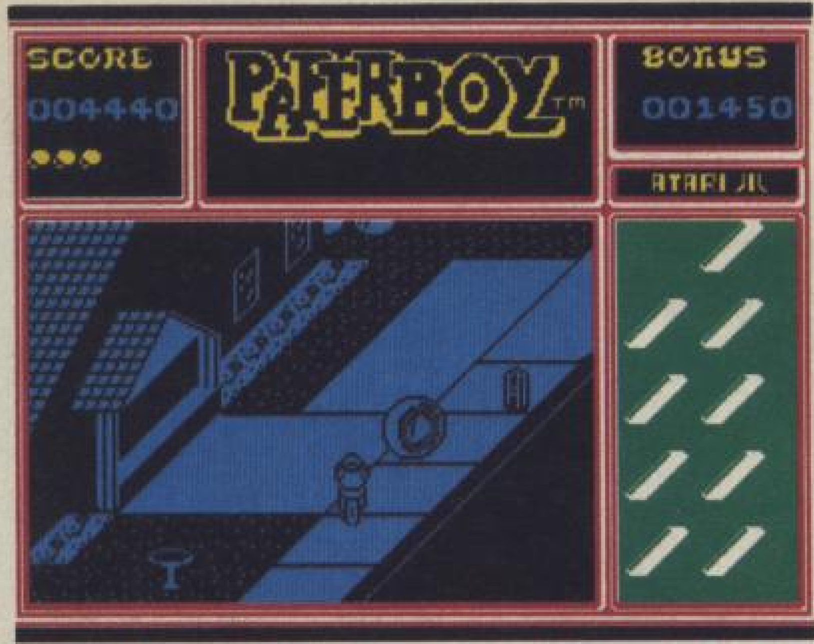
YOUR SINCLAIR MEGAGAME

Elite/£7.95

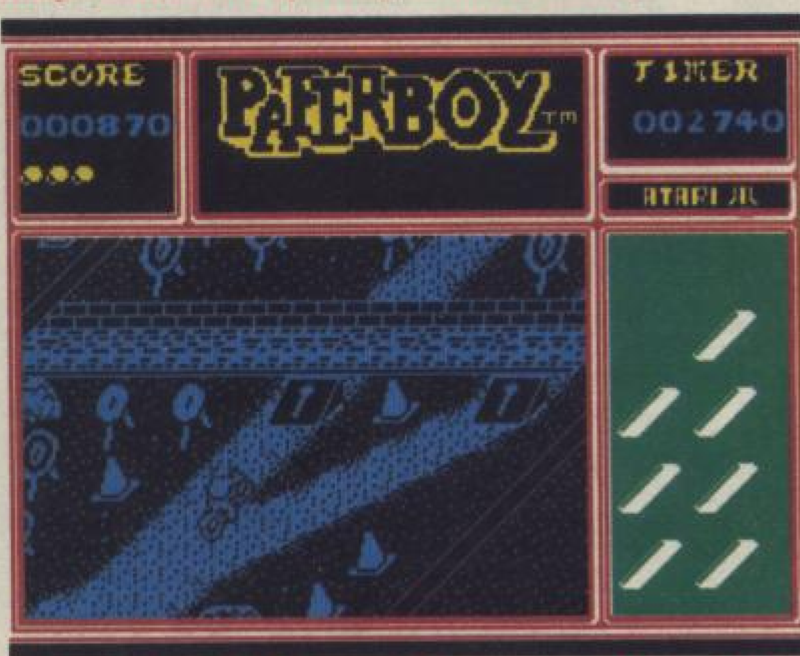
Rachael Give me a paper boy who's real flesh and blood. The sort of hunk who roars off on his BMX bike, breaking windows and swerving into the path of an on-coming car, just to avoid the old granny with her walking frame. That's the one for me.

From out of the arcades and into your heart comes the Hells Angel of the morning round. This paper boy delivers daily.

This is the game with the fast-pedalling peril, tossing off The Times and Telegraph in an attempt to nix the news speed record. And there's points in them than periodicals for pranging the postbox of a subscriber or opening the windows of an unbeliever with a well-aimed edition. *Ker-ashh*!



Wild on the street! You've got complete control of your bike. In fact you're free to roam over all sorts of terrain. But you're at your safest on the pavement, maintaining a moderate speed. Be careful though. If you get into the gutter, the only way back to the straight and narrow is up a ramp, outside a driveway.



The assault course is an assault on the senses, of course, and you only get one go at it. Mis-judge that ramp or take it too slow and you'll be in the swim — literally! The 'Splash' effects add to the cartoon quality of this caper, along with the scrolling speech messages whenever you lose a life.

Let the Daily Sun shine in!

The road to becoming Rupert Murdoch is a rocky one, and includes every obstacle under The... err... Mirror, from rolling wheels to rogue C5s. And if you don't deliver enough news it's bad news for you as the subscribers start to subside and down goes your income.

But it's not all work for the BMX bandit, and at the end of a hard day's slog he may have time left for the dreaded assault course, running up ramps and leaping streams to ram the targets with the readables, Robin Hood-style. This is another opportunity to wheel up those points, then celebrate with a wheelie.

In gameplay terms, *Paperboy* calls for quick reactions and a good memory, as you balance pedal power with your ability to make that speedy swerve in the nick of time. Will you stick to the path or gamble on a trip to the gutter? Perhaps a path across somebody's prize petunias would solve the problem, but please watch out for the railings or you'll go Guardian over Express.

Inevitably, more and more obstacles appear as the week goes by, and part of the fun is finding out what lies in wait next time you cycle down those mean streets of suburbia. By making the main display mainly mono, Elite has avoided graphic problems, and the diagonal scroll is just dippy, giving you enough warning to manoeuvre your way past the hazards. The sprites are delightfully detailed for their size, too.

All in all, Elite does it again. It's another classic conversion, true to the original. In terms of playability, *Paperboy* really delivers.

Graphics
Playability
Value for Money
Addictiveness
9

UNIVERSAL HERO



Mastertronic/£1.99

Chris I wonder if Ultimate knew what it was starting when it released *Jetman*. It must be one of the most copied games around. *Universal Hero* follows firmly in its footsteps. Which is not to say that it's not a good game; it's just that if you're looking for originality, then look elsewhere.

Your task is to locate various parts of your shuttle craft so that you can journey to another planet to pick up spares for a runaway space freighter. Failure will leave you with a very long walk home.

You start on a small asteroid with both surface and subterranean locations to explore. And, of course, it goes without saying (though that won't stop me saying it) that most of the locations contain the obligatory nasties who'll drain your limited air supply if they touch you. The objects you find in the caverns can be picked up and stored in one of the nine available storage spaces. By moving a cursor, you can select any of the objects you're carrying and either use or drop them. For the most part the problems are of the standard 'find the use for the object' type. Nothing terribly exciting there!

And that's about it. Average. Could try harder.

Graphics
Playability
Value for Money
Addictiveness
5

KAI TEMPLE



Firebird/£1.99

Luke Okay, I'm not going to go into lavish detail on the storyline here . . . we're talking Ninjas, leaping up and down platform levels, and savage kicks to the groin. Not one for the goolies, eh lads?

There are three platforms to negotiate and one Ninja to start off. Plan your kick and — Pow! — he dissolves into dust at your feet. And, as usual with this sort of game, getting your kick timed perfectly is all-important. But like all games of this type, kill one Ninja and two more take his place.And so on.

The graphics aren't going to stop the world, but they're not bad — if a little slow, when there are loads of things happening on screen; three Ninjas, a thrown knife, your character and a flying sword seem to place great strain on the usual speedy stuff you expect from this Kung Fu action. But one neat twist to the game is that the screen sometimes suddenly inverts and you find yourself and the enemy Ninjas upside-down.

You'll soon get the hang of when to kick the Ninjas to do them a real nasty and four lives are usually enough to give you a fighting chance. But if you're looking for a storyline — finding treasure or saving the princess or something — you can forget it.

Still, for two quid you could do worse — Firebird's *Ninja Master* for example! If you want five or six fancy kicks then look around for another game, but if you want to become a master of just one classic move — The K'i'ck I'n The Gro'i'n — then this is the game for you.

Graphics / Playability / Value for Money / Addictiveness — 6

TENNIS

Imagine/£7.95

Pete It takes a lorra bottle to release a game like *Tennis* onto a market that already has countless versions. But you'd have thought, if anyone could pull it off, Imagine could. And I'm afraid you'd be wrong. Imagine seems to have lost that advantage point.

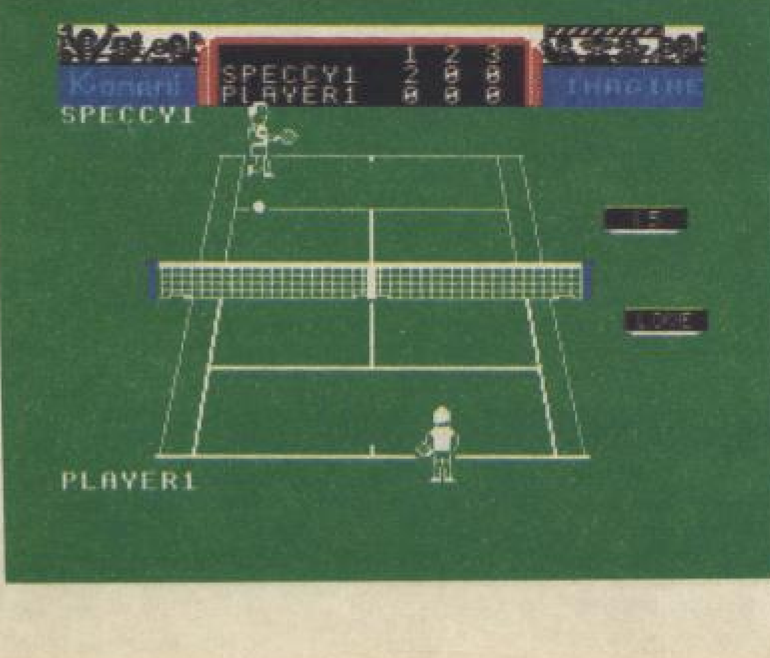
Where a tennis game succeeds these days is in the 3D views, graphics, sound and use of colour. Second nature to good ol' Imagine you'd have thought, wouldn't you? First off, the play area is green, naturally, but the players are both white. White on green makes it extremely difficult to follow the action, especially when you're desperately trying to keep up with the ball. The graphics themselves aren't so hot either — which makes it thirty love against Imagine. And for a forty love advantage the title screen displays one of the players making a V sign! Hardly good public relations, unless it's supposed to be John 'I know I'm a failure now, but at least I married her' McEnroe.

The big selling point of the game is that it's the first tennis simulation to let you play doubles. A great idea, and a clever bit of programming, if only the graphics were clearer.

All that apart, the speed and authenticity of the game is good. And if your heart is set on a spot of on-court action, this one may offer you that little something that I couldn't get out of it.

Game, set and match . . .

Graphics / Playability / Value for Money / Addictiveness — 6





MIAMI DICE

Bug Byte/£2.99

Chris The title of this game may well have been chosen to avoid the obvious embarrassment of calling it Craps but Bug Byte'll now probably have a lawsuit slapped on it for taking the name of a telly programme (almost) in vain! Shame though as this is a well presented, well implemented version of that infamous American dice game Craps.

Gameplay is very straightforward, you simply bet on the number which comes up when two dice are thrown though it gets a little more complicated when you start to work out the protocol surrounding the way in which the throw passes from player to player.

Displayed on the screen are four players and the croupier gathered round a craps table. There's some pretty basic animation of the dice being thrown and some suitable comments from the players when they win or gamble away their fortunes. You place your bets by calling up a window that you can then use to scroll over the table to place a bet — it's a nice touch but it'd have been better with a diagram of the table included with the packaging so you'd know at a glance exactly where to go on the table to place the bet you want.

If you fancy yourself as the Cincinatti Kid and want to experience some real Craps then this is the one for you.

Graphics / Playability / Value for Money / Addictiveness — 7

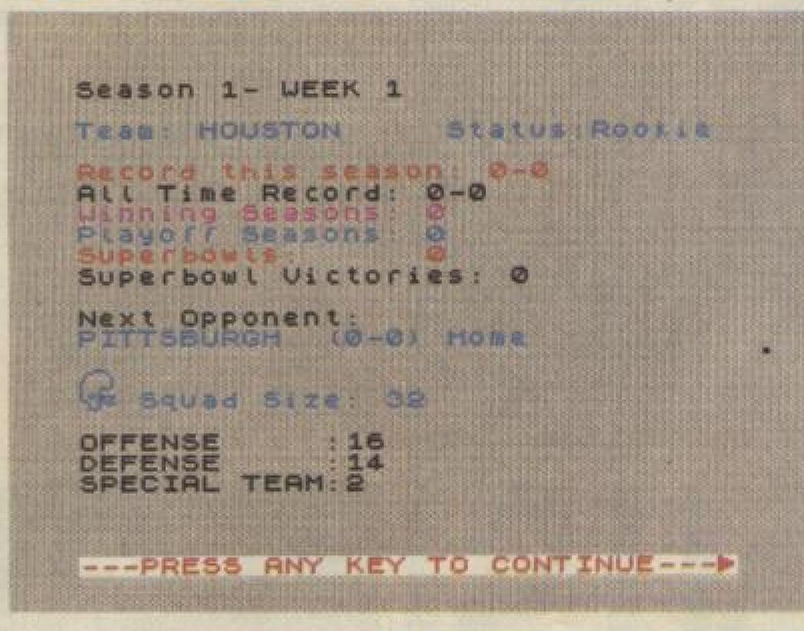
HEAD COACH

Addictive/£8.95

Rick Channel 4 has a lot to answer for — and I don't mean its attitude to sex and violence. I'm referring, of course, to American football. Then again, maybe I do mean sex and violence! If you're into padded shoulders, American accents, macho men and bodies piling into each other with a steamy entwining of limbs, you're either a Dynasty or a Gridiron freak. If it's the latter, this could be just the s(t)imulation you're looking for. At least it means that you can make touch downs without the Refridgerator crushing you to the dimensions of a cardboard cut-out.

'Head Case' might seem a more appropriate name for people who wear crash helmets and like smacking into each other. But *Head Coach* is a game for the brain. It bears a strong resemblance to its soccer equivalent *Football Manager*, and the aim is to compile your best squad to go out and win the championship.

You have one team to pick from one of the six divisions in the AFC or NFC east, west or central sections. There are four skill levels — novice, rookie, veteran and All-Pro. You'll soon know if you've come in at the wrong level — you'll be boshed out of sight!

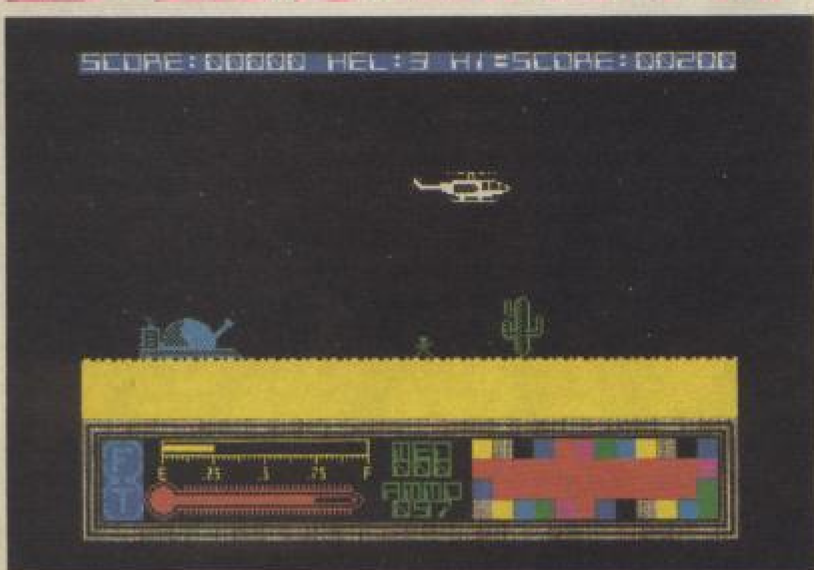


Your season's success is largely based on tactics and the experience you build up. You must assess the strengths and weaknesses of your squad by looking at their ages and positions. But it might take you some time to unravel the jargon. If you don't you won't be able to capitalise on the pre-season transfers the other teams offer you.

As American football continues to strengthen its grip, there'll no doubt be more impressive and probably flashier Speccy simulations. But in the meantime, *Head Coach* does the job. Only it rather lacks the glamour and glitz (and I don't just mean the Cowboys' Cheerleaders) that add to the fascination of the real thing.

Graphics / Playability / Value for Money / Addictiveness — 8

DESERT HAWK



Players/£1.99

Max Never mind *Chop Lifter*, of which this is a rather pale-placed (in other words, in the bin) imitation. This one would embarrass the average shop lifter if it was discovered in their loot.

You have to fly a very under-simulated helicopter into rather under-occupied enemy territory to rescue rather under-sized little blokes that flicker so much they're almost invisible. Must be radiation poisoning.

The amazing thing is not the complete lack of originality but what an incredibly bad job has been made of this aged, overworked and not-too-difficult-to-program scenario. I couldn't even get the helibopper to face in the direction it was flying unless I fired a missile at the same time as turning.

This isn't a good way to conserve ammunition but you won't find that a problem. After a short while, you'll be chasing after the enemy tanks, begging them to shoot you and put you out of your misery.

And of all the gall, not only were two programmers necessary to create this penny dreadful but there's a producer mentioned as well. Never mind the enemy missile installations . . . Shoot the producer!

Graphics / Playability / Value for Money / Addictiveness — 2

KANE

Mastertronic/£1.99

Luke Hog dang it boys, it's cowboys and injuns time in the good ol' Wild West! Your job, as Sheriff, is to make peace with the Indians.

In the first stage, for some reason, you have to shoot birds, which you do using a targetting system designed by a squint eyed hillbilly. Line this up with a bird and you'll miss every time! If, by some remote chance, you hit three of the pesky things, you're rewarded with a peace token and you get the chance to go on to the next stage.

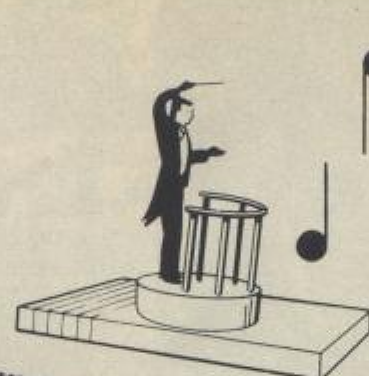
This involves you galloping into town on your trusty steed, avoiding cactus bushes on your way. Once there, you have to shoot it out with the local desperadoes — not an easy task as you're back to the silly target system, and your foes are tiny and very hard to see as they pop in and out of buildings. Once you've wiped them all out, you have to gallop to the front of a speeding train to stop it — only then will the Indians agree to smoke the peace pipe!

There are three levels, with the action speeding up the higher you go. The backgrounds are luridly coloured, making it hard to see what's going on, and there are some awful attribute problems. Added to which, it gets dreadfully repetitive! Anyone with any games playing experience will find this no challenge at all. Good for shooting practice only!

Graphics / Playability / Value for Money / Addictiveness — 3



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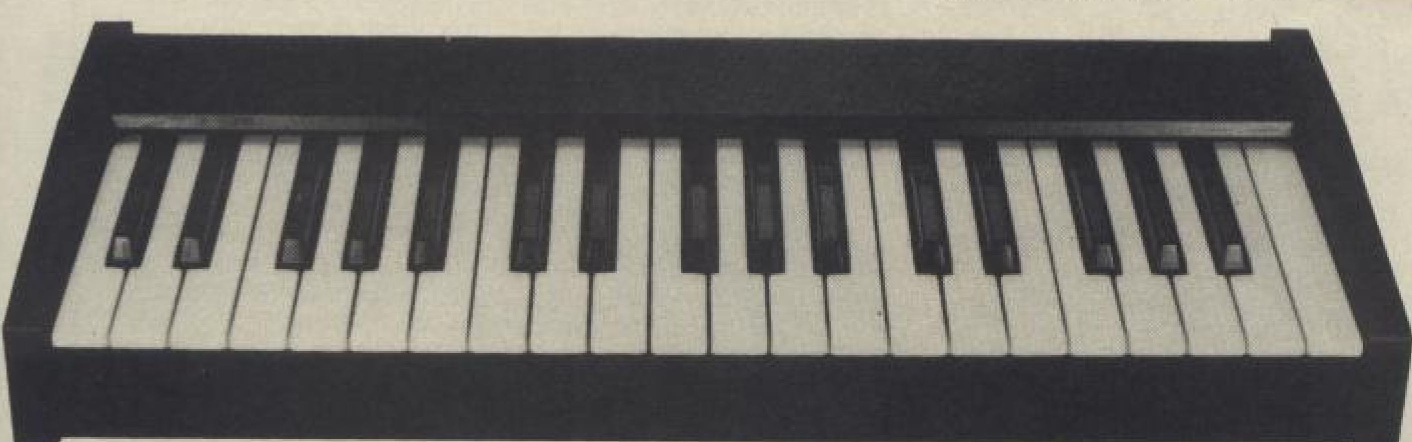


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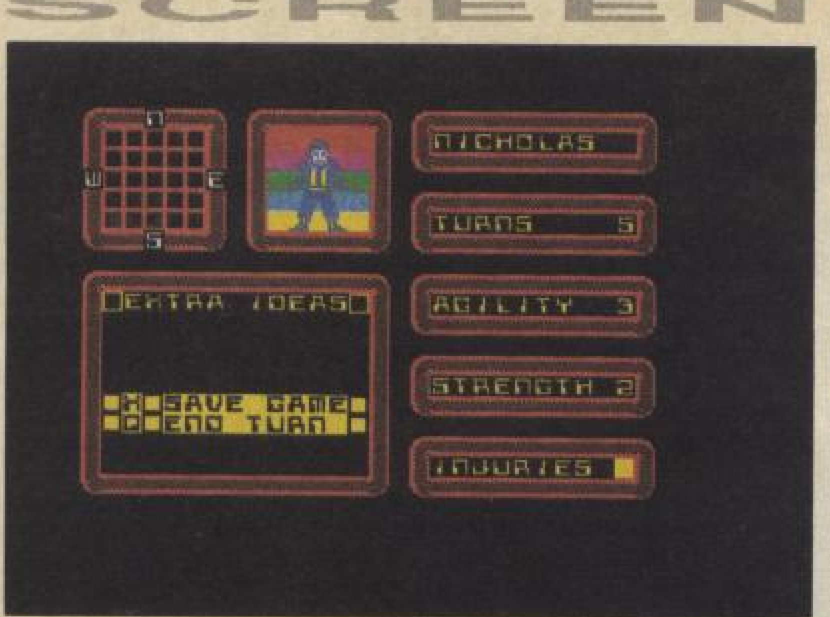
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DEATHBALL

Alpha Omega/£1.99

Chris Yep, the title of this game really does conjure up thoughts of what it's all about. No, not a futuristic, rollerball style game with plenty of fast action graphics requiring split-second timing and nerves of steel but a deathly boring, slow, pseudo-strategy maze game.

The object of the game is to guide your team of droids through a maze, grab hold of the ball and guide the droids to score a goal. Your opposition consists of a computer controlled set of droids who've the same purpose in life. If they manage to get their dirty maulers on the ball before you, you've got to tackle them and try to get it back.

Everything about this game is excruciatingly slow so I got bored very quickly — there aren't even any bright and zany graphics to jazz things up.

Quite frankly, *Deathball* makes three day cricket with Boycott at the crease look positively exciting — not recommended for children over three.

Graphics / Playability / Value for Money / Addictiveness — 2

STRIKE FORCE COBRA

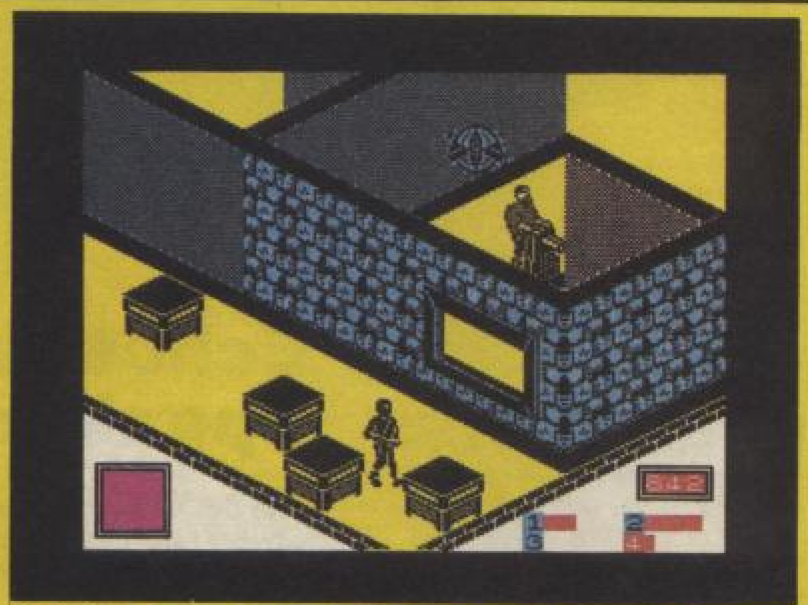
YOUR SINCLAIR MEGAGAME

Piranha/£7.95

Phil When you boot this game up, look v. closely at Senior Sergeant Irina Viskova. Look familiar? She should, because it's in fact a Sam Fox (wahay) style digitised pic of our very own cuddly T'zer. (*Less of the cuddly! T'zer*). Blimey! Stone me, guv. The girl's fame grows by the minute. Anyway, T'zer gets enough press without her intruding into games reviews, so that's all I'm saying.

I'd really like to say this game is a load of cobras, but (just my luck) it's too good. *Strike Force Cobra*, besides being the 459th game called Strike Force summink or other, is a 3D combat game, which p-p-pours scorn on *Commando* and other such rubbish. You are in control of a team of international soldiers, whose solemn task (again?) is to save the World from an evil genius known only as The Enemy. Why always evil genius? Why aren't we ever threatened by evil idiots? We are in real life, so why not in games?

The enemy, or Enny to his chums, has captured all the world's top computer scientists, with a view to hacking into the superpower's defence computers. The Strike Force is despatched to break into the evil lair (a semi-detached in Wapping?), find the stricken scientists, learn the codes for the computer and smash it up before Enny Baby can perpetrate his little roast. There are four



Strike Force members and in order to complete their task they must work together. You can switch control between them, opening doors and removing obstacles that your buddies can't reach. The name of the game, in spite of their political differences (sentimental sniff) is co-operation.

This is a *big* game. There's a save game option for those of us who don't have four days at a stretch to play it, and a good thing too. I've been told how to play it to the end, and I *still* can't get very far on level one. All the same it's one of the most challenging games of the year, and manages in spite of its complexity to be great fun to play. There's a lot of detail in the game controls, like the ability to fan your machine gun (to spray bullets, not cool it off, dummy!), and to jump, turn and land in one smooth movement.

If you want a game that you can get your teeth into, (moan!) and you're tired of coming up with a mouthful of nothing, get *Strike Force Cobra*. You won't be disappointed.

Graphics / Playability / Value for Money / Addictiveness — 9

VIDEO OLYMPICS

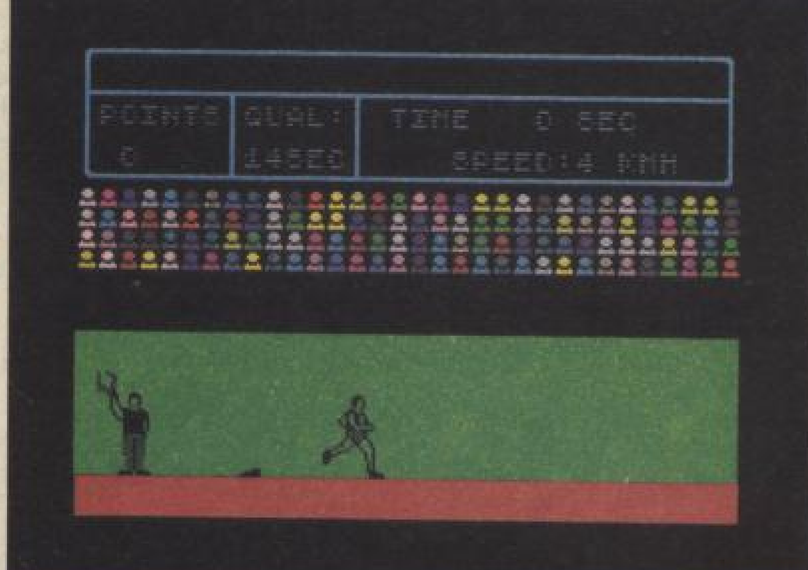
Mastertronic/£1.99

Tommy For all those of you missing out on your Daley dose, Mastertronic has come up with the cheapie version of his *Decathlon* — with a cut-down six events to match the cut price.

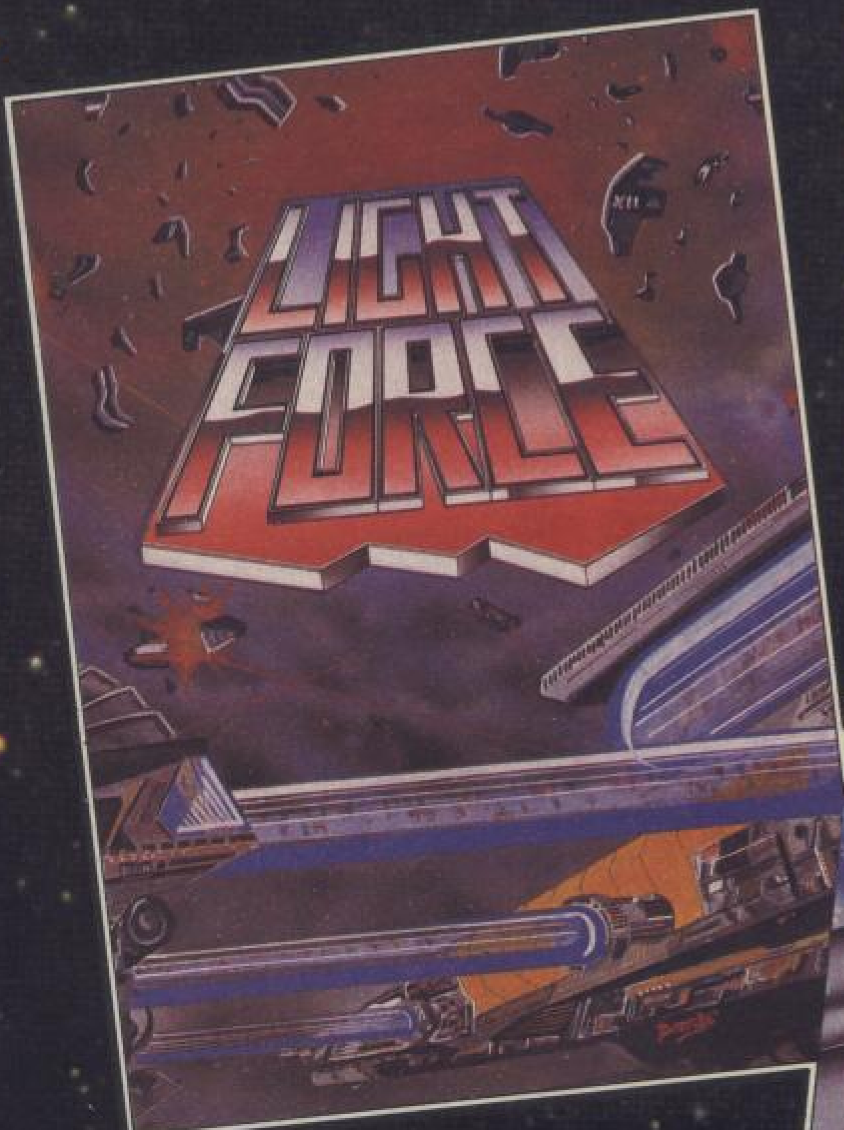
For your two quid you get running, hurdles, long jump, hammer, javelin and swimming. Though I'm taking that lot on trust. The shame of it is, I didn't actually manage to get through the 100m dash. Now it could've been me and it could've been my joystick (I'm not above blaming my tools), but in this case I reckon it was the game. It's just pitched too hard too quickly. Sure, if you've had years of practice with *Daley* and your wrists are now like strengthened steel you may not have as much trouble. But in that case you'd be better off having another bash at the games you've already got or earning a useful living as a weightlifter. There's not enough new in the way of graphics or gameplay to interest you.

If you've never had a good joystick waggle before, then it might be worth your while putting this through its paces. But you'd better take out the insurance policy on your joystick — and your wrists!

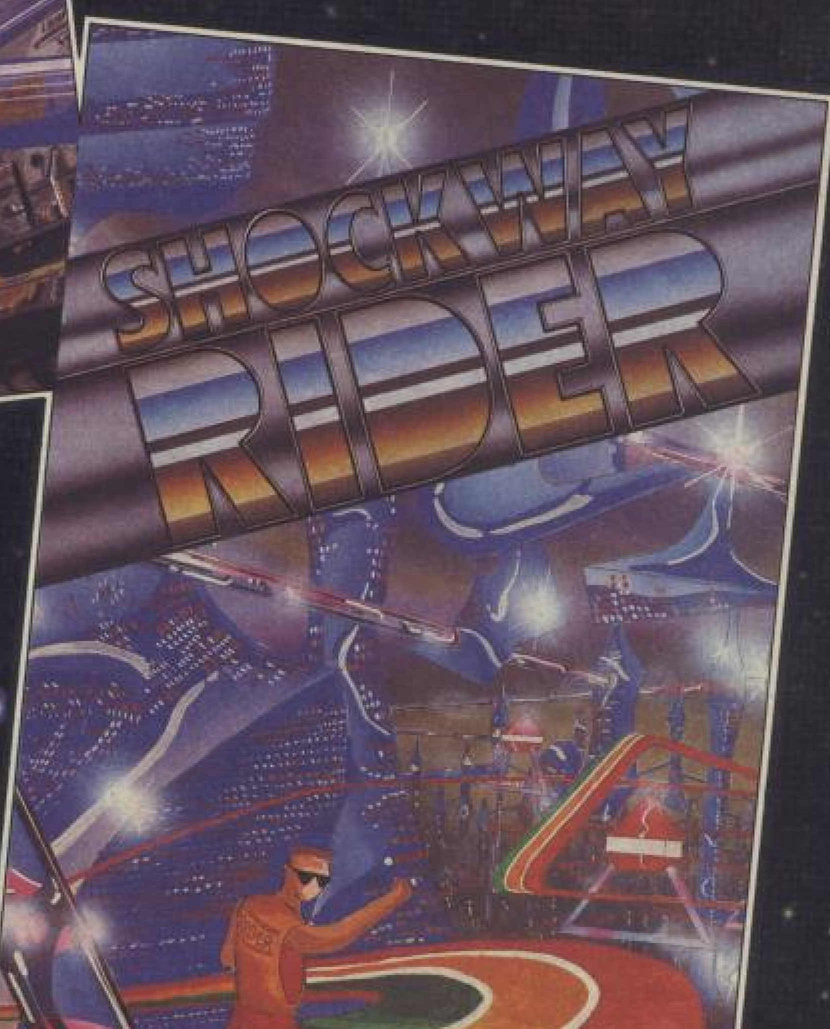
Graphics / Playability / Value for Money / Addictiveness — 3



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SHAGGY DOG Story

Scooby Dooby Doo, where are you . . . dum dee dum dum . . . ah! I remember Scooby Doo. And now you can play the game, after all this time. Originally tipped as about to be the first genuine cartoon-style game on a micro, Scooby has emerged dog-eared (groan) but intact in this arcade box'em up from Elite.

Before Dr Venkman and all the other Ghostbusters were even out of High School, Scooby Doo, Shaggy, Fred, Velma and Daphne were already bustin' ghosts on our black and white tellies. And they're still going strong. Scooby's owner Shaggy pioneered the use of 24 inch flares as a crucial tool in psychic research, and Fred gave part-time handsome lessons. Daphne was the pretty one who never did much, and Velma was the puggy looking one with the glasses who was always losing them.

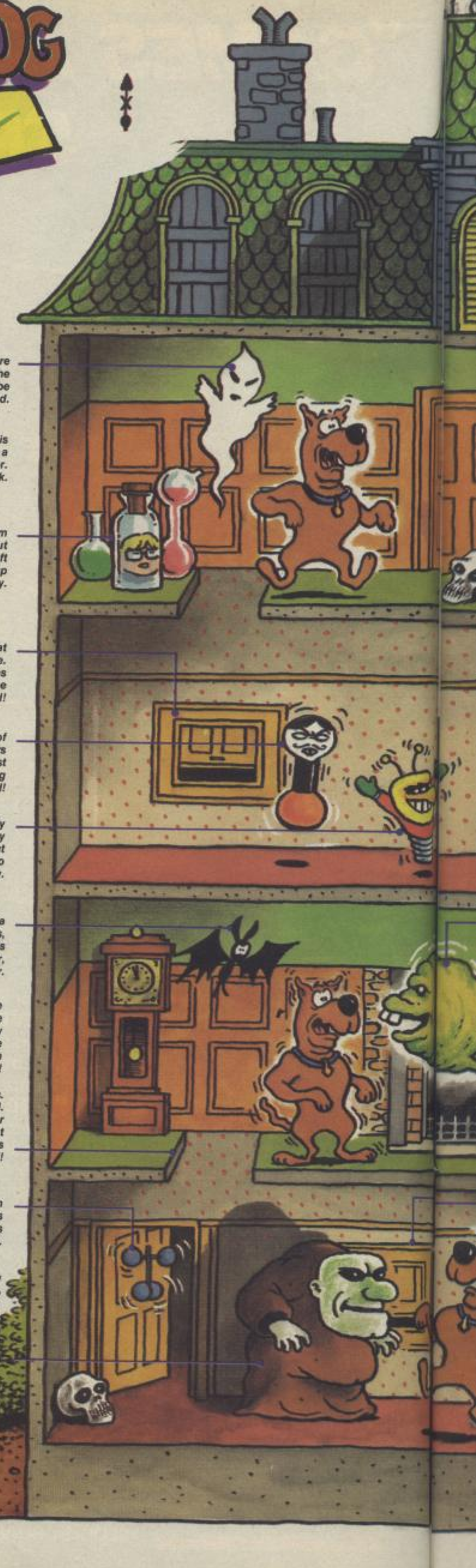
Scooby Doo the computer game is a stiff draught of pure arcade action. The game is set in a scary old house belonging to some evil villain or other. Naturally enough, you take the role of our favourite Great Dane in his task to free his buddies from the big glass bottles into which they've been decanted. In order for Scooby to help his friends he must first find them, and then get to them by boxing his way through all the phoney spooks and spectres roaming the house. Amongst the deadly holograms and dressed-up henchmen he must beat are Mad Monks, Springs (a bit like Zebedee from Magic Roundabout), Ghosts and (shudder) the ominous Ghoulfish. If he gets scared by any of these bogus bogeymen, Scooby jumps up in the air and onto his back in a dead faint! Worra coward! To help bolster his courage, there are Scoobysnacks littered around the house and when he chomps them they give him an extra life.

Scooby Doo sounds like a really duff idea for a game, but is in fact great fun to play. The game was programmed by those wacky Gargoyle guys, and the graphics are certainly up to their usual standards. The animation of the Scooby sprite is really chortlesome to watch. When you pull the joystick down in order to duck a bat, say, Scooby imitates his cartoon original and puts his paws over his head. When he jumps up he curls his tail and feet under him, and when he boxes the spooks he assumes a sword fencing pose.

Arcade interpretations of successes from other media often suffer from being irrelevent, hasty and frankly a bit of a let-down. I don't think anyone could level those accusations at Scooby Doo. It's fast moving, addictive, amusing to play, and most importantly, it's in keeping with the plots and feel of the cartoon series it sprang from. Unlike a lot of other licensed games which are hastily assembled and poorly conceived, Scooby is a sound and playable game in its own right.

Rooby-rooby-roo!

Illustration: Nick Davies



Ooooooo. Gulp. It's a g-g-ghost. They're real scary and real fast. They whizz along the corridors at great speed, so you have to be quite careful where you stand.

• It'll take almost all your lives to finish this level, so you'll be glad to know that there is a Scoobysnack on the left on the bottom floor. Go for it, but watch your back.

Velma's got a lotta bottle. Your bottled chum is at the left hand end of the top floor, but the way up isn't that easy I'm afraid. Go left till you reach the last stair, up and right, up and left and bob's your thingy.

This is a secret hatch in the wall. What comes out of it is a little hard to describe. Eek! Don't stand too close to the hatch, as they come out a lot more frequently than the spooks did!

This is what boings out of the hatch, a sort of cross between a barbell and a plumbers mate. They fall into two categories: the fast moving hatch jumpers and the slow moving corridor roamers. Weird!

These cheerful idiots just boing aimlessly around the corridors looking for nosy Scoobies to tromp. They're easy to box, but they travel a bit faster than the others so place yourself carefully.

After balls what next? Bats of course! Ha ha ha. Watch out for these little rubbery things, 'cos they come out at you through the walls when you least expect it. Eek eek eek. Brr, rotten slimy horrible bats. I hate 'em. Brrr.

• Another nasty touch to this level is the bowling balls which roll randomly along the carpet. What's difficult about that? You try jumping, boxing and ducking at the same time, then you see how tricky that can be. Oh brother!

Gaps in the floor serve several purposes. They allow ghosts to drop on your head. (Gulp) They allow ghoulfish to drop on your back and suck your brains out. (Urg!) But they also allow you to drop down onto levels which don't have any stairs. Aaaaaaah! Thud!

What's this, Scoob? Looks like a goldarn weather vane! Hmm, it looks harmless enough, but I guess you'd better duck it, 'cos it'll duff you up like the bat if you don't.

Heh heh heh. This is a mad monk. Hah! Of course, we know in the end it'll turn out to be just a henchman dressed up as a monk, don't we? Don't we? Er. . . They look fearsome but they're really easy to box. Heh heh OOF! Oh, by the way, they drop through the gaps too! Oh, [illegible]

WIN • YS • EVERYTHING

S C O O B Y   D O O

At last, after ten years of ghostbusting and a year's speculation, *Scooby Doo* has made it onto your Speccy. *Phil South* chomps a Scoobysnack and troughs his way through Elite's tallest tail yet!



Behind these doors lurks a guest . . . huh? Shouldn't that be ghost? Nope, it's a guest ghost! A spooky sprite from Heavy On The Magick*, just to make you feel right at home.*

• *The thing to remember about these doors when standing between two, is always to be closer to one door than the other. Why? Well, when the ghosts leap out you can box them one at a time instead of being sandwiched!*

Skulduggery is afoot. Don't trip on the skulls or you might get spooked. Jump over them, but take it slowly, or you might run into something nasty. It's better to clear the screen of nasties before you jump 'em.

Spooky staircase. Ooer! You'd better watch your step as you pad up the creaky stairs. If you're not right at the top and a spook travels under you, you'll lose a life! Creeaaaakkk!

• *Rooby-roo! Scoobysnacks. (Slurp!) Yum! If you need some more lives, you'd better chase around and snaffle some of these yummy snacks before the spooks get you! There are lots of them on all levels so you'll have lots to eat. (Slobber, drool!)*

Brrrrr. The ghoulfish. . . (shudder) . . .is the ghostliest thing! Urgh! It's the scariest monster in the game, and I for one will be having nightmares about it for weeks! Not only is it scary, not only is it ugly, but it also drops down the stairs at you! Aaaaaggggghhhhh!

• *The best technique for dealing with being sandwiched by two meanies is the Flip-Box. You hold down the fire button until the first ghost cops it, then still holding fire, flip yourself around to point in the opposite direction. Bam bam! You'll get them both and still walk away.*

Uh oh! You've got both hatches and doors on this level. Spooks come out of both holes so stay sharp. The hatches are quite close together so don't get caught out. Remember your Flip-Box trick, and don't get caught between two doors and under a hole in the ceiling. Rooby-roo!

[illegible]t another one of those spooks, [illegible]rong! On this level they start their [illegible]piece, and that means they can drop [illegible] stairwells and holes in the ceiling. [illegible] do this at the most inconvenient [illegible]you bet your Bonio they do!



Boing! These little Zebedee clones are the happy smiling bouncy little chaps you'll find on level two. Boing boing boing boing ruddy boing!



Here's the Ghoulfish. Brrr. I really hate this, it makes my skin creep. . . but wait a minute. It reminds me of someone. (*One more word and you're dead! Ed.*) Ulp!



Poor old Velma. She doesn't look *that* chipper ordinarily, but squashed into a bottle she looks like a goldfish. Still, a buddy is a buddy, and you're a loyal dawg. Rooby-rooby-roo!

Graphics
Playability
Value for Money
Addictiveness

9

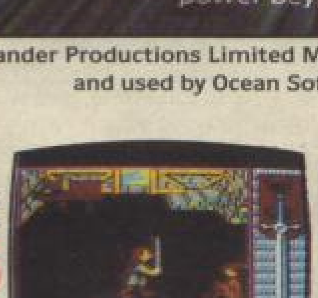
Game	Scooby Doo
Publisher	Elite
Price	£7.95
Joystick	Kempston, Interface 2, and Cursor
Keys	Z=Left, X=Right O=Up, K=Down, P=Fire



Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient samurai sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years.

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HACKING AWAY

Yippee! ZZKJ's returned to hack some more. We knew he wouldn't stay away for ever!

***W**here's the big chorus of "Welcome back" then? Please yourselves! Thanks to the untiring work of Chris and others, I'm back, so here are the hacks!*

DYNAMITE DAN II

Just to prove that I really am back, the first hack comes from me! (Oh the joys of megalomania). It's for the excellent Dynamite Dan II and it means that Dan can save the world and bash Blitzen in the process. Type in the program and save it off for future use. Then RUN it and if the message "DATA ERROR" appears, then you'd better check it 'cos you'll have made a mistake. When the data is correct (no error message on RUNning), play the game tape from the start. The program'll now load and run as usual, but all your hacks will be in place. You'll now have infinite energy, immunity from mesmerism and the ability to fly which means that you can move through anything and can't drown. Terribly useful, I always think! Press up/jump to go up and pull down to go down (since you can't fall anymore). If there's one of the features that you don't want simply delete the lines on which it appears, so if you don't want infinite energy, delete line 120, and if you don't want to fly remove lines 150 to 190 inclusive. Whatever you do, don't delete lines 10 to 110 or line 200 or it won't work!

```
  10 REM DYNAMITE DAN 2 H
ACKING PROGRAM ©ZZKJ 23/8
/86
  20 LET t=0: FOR n=23400
 TO 1e9
  30 READ a: LET t=t+a: I
F a>255 THEN BORDER 0: RA
NDOMIZE 1267+USR 23400
  40 IF a>=0 THEN POKE n,
a: NEXT n
  50 IF NOT t THEN GO TO
30
  60 CLS : PRINT AT 10,12
;"DATA ERROR": STOP
  70 DATA 118,205,162,45,
127,90,90,75,74,72,59,59,
225
  80 DATA 17,140,91,6,92,
26,203,65,40,3,134,24,1
  90 DATA 174,18,19,16,24
3,35,13,242,117,91,111,51
,70
 100 DATA 195,95,244,8,14
3,4,127,25,113,115,78,123
,100
 110 DATA 162,165,102,119
,98,179,8,115,244,8,-6013
 120 DATA 102,124,98,92,4
7,-463: REM INFINITE ENER
GY
 130 DATA 102,117,98,119,
40,-476: REM NO MESMERISM
 140 REM THE NEXT FIVE LI
NES ARE FOR FLYING
 150 DATA 25,98,243,255,9
8,77
 160 DATA 180,102,124,98,
1,180,46,115,40,52,93,93,
159
 170 DATA 127,145,52,55,1
43,121,29,54,128,211,228,
143,246
 180 DATA 29,54,42,211,22
8,124,54,52,142,52,140,90
,163
 190 DATA 61,109,81,140,9
8,52,52,52,-5787
 200 DATA 117,4,88,-209,9
99: REM DATA END
```

HENRY'S HOARD

***Andrew Brown** and **Chris Boland** just don't stop! Here's a hack from that indefatigable (look it up — I had to!) pair for Henry's Hoard. It'll give you infinite lives and all you do is type it in, RUN it and play the game tape from the start.*

```
  10 REM HENRY'S HOARD HA
CK ©ABR
  20 CLEAR 65535: FOR n=6
5000 TO 65012: READ a: PO
KE n,a: NEXT n
  30 LOAD ""CODE : POKE 6
4776,201: RANDOMIZE USR 6
5000
  40 DATA 205,238,252,175
,50,233,135,33,8,253,54,4
9,233
```

SPIKY HAROLD

***Phillip Lock** of Leamington Spa has come up with some pretty sharp POKEs for Firebird's Spiky Harold. You can have infinite lives, invulnerability and you can get rid of all the monsters using Philip's program. Type it in, delete any lines containing POKEs you don't want, then RUN the program and play the game tape from the start.*

```
  10 REM SPIKY HAROLD HAC
K ©P.D. LOCK
  20 POKE 23624,7: CLEAR
26539: LOAD ""CODE
  30 POKE 23341,201: RAND
OMIZE USR 23296
  40 POKE 34813,0: REM IN
FINITE LIVES
  50 POKE 36121,201: REM
INVULNERABILITY
  60 POKE 23609,109: POKE
 23908,209: REM REMOVE MO
NSTERS
  70 RANDOMIZE USR 34000
```

GHOSTS 'N' GOBLINS

*Next comes a POKE and a complaint from **Ian Stonelake** of Uxbridge in Middlesex. The POKE'll give you infinite lives in Elite's Ghosts 'n' Goblins and all you have to do is the usual stuff of typing in the program, RUNning it and playing the game tape from the start.*

```
  10 REM GHOSTS'N'GOBLINS
 HACK © IAN STONELAKE
  20 CLEAR 65000: LOAD ""
CODE
  30 POKE 65277,200: POKE
 65281,245: POKE 65256,11
1: POKE 65257,85
  40 FOR n=65477 TO 65496
: READ a: POKE n,a: NEXT
n
  50 RANDOMIZE USR 65224
  60 DATA 33,208,255,34,1
74,96,1,112,234,197,201,3
3,191,194,34,217,140,195,
3,128
```

Ian's complaint is about the encryption that I put into my hacking programs. He wants to know why I do it. Well, Ian, the answer is simple — it's there to stop people from copying the hack and sending it in to other magazines. Although the encryption bit isn't hard to remove, the people who copy hacks from magazines are usually those who can't hack themselves, and therefore don't recognise it for what it is. F'rinstance, I received no less than five copies of the Ghosts 'n' Goblins hacking program that was published in another mag. You don't need to worry though, the decryption routine doesn't add any great length to the hacking program.



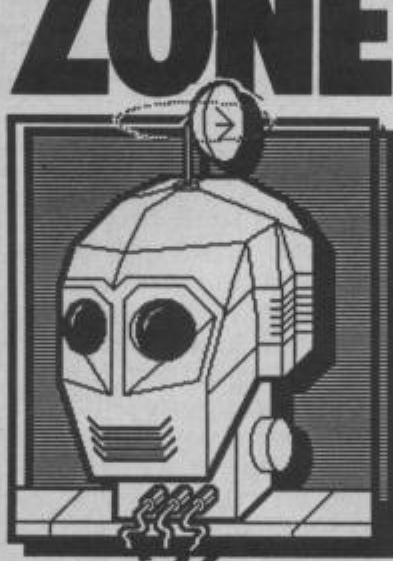
GREEN BERET

*Back onto lighter things with the final hack this month. It comes from **James Tough** (very appropriate) of Aberdeen in Scotland, and gives you a whole barrage of POKEs for Imagine's Green Beret. Type in the program and save it off for further use. RUN it, and when it says "Play Tape" play the game tape from the start. If it says "DATA ERROR", then check what you've typed 'cos the dreaded typing mistake will be in there somewhere. If there's a feature you don't want, just delete the line on which the data appears, but don't remove lines 10 to 210 or line 900*

```
  10 REM GREEN BERET POKE
S ©JAMES TOUGH
  20 CLEAR 59999: LET t=0
  30 FOR n=60000 TO 60106
: READ a: POKE n,a: LET t
=t+a: NEXT n: READ a: IF
t<>a THEN PRINT "Data Err
or": STOP
  40 FOR n=65376 TO 1e9:
READ a: IF a<999 THEN POK
E n,a: NEXT n
  50 PRINT "Play Tape": R
ANDOMIZE USR 60000
 100 DATA 221,33,203,92,1
7,186,6,62,255,55,205,86,
5,48,241,243,33,253,94,17
 110 DATA 195,130,1,20,3,
62,202,205,180,234,33,241
,130,17,241,130,1,230,2,6
2,176,205,180,234
 120 DATA 33,241,130,17,6
4,156,1,37,0,237,176,33,7
3,156,34,100,156,33,83
 130 DATA 156,34,88,156,3
4,92,156,62,195,33,96,255
,50,102,156,34,103,156,19
5
 140 DATA 64,156,221,33,1
93,234,221,229,51,51,237,
79,195,193,234,237,95,174
 150 DATA 119,237,160,224
,59,59,232,13369
 200 DATA 49,95,255,221,3
3,0,144,17,17,0,205,230,1
32,221,33,0,64,237,91,193
,133,33
 210 DATA 88,132,34,86,13
2,205,103,131,175,50,10,1
28,50,11,128,253,33,58,92
,62,201
 300 DATA 33,0,0,34,179,1
62,34,181,162: REM INFINI
TE LIVES
 310 DATA 50,254,173: REM
 NO MINES
 320 DATA 50,115,180: REM
 NO MORTOR
 330 DATA 50,245,180: REM
 NO MORTOR FIRE
 340 DATA 50,14,164: REM
SPEED
 350 DATA 50,68,175: REM
NO BULLETS FIRED
 900 DATA 195,0,128,999
```

Okay, that's it this time. I'll be back next month, but I need more hacks and POKEs! Get them written down and send them all in to ZZKJ, Hacking Away, YS, 14 Rathbone Place, London W1P 1DE.

HACK FREE ZONE



Parp... ffftt... barp... toot... ffftparp... (phew) parpy parp... fft... tootle... brrp! Ptui! Blasted trumpet! Oh, the heck with the fanfare! Here's *Hex Loader* with all your hints'n'tips...

Click bzzzt. Hi! Yep, it's me again, Hex Loader, your oily silicon pal who's fun to be with, and boy have I got some tips for you! Listen, my little cucumbers... are you down in the dumps? Hah! Well, perk up, mes petites bananas, 'cos jetzt here wir haben ein solution or zwei for you, if you catch my (double) deutsch.

STARSTRIKE II

All sorts of "stuff" starting with these missives from **Christopher Lewis** of Port Talbot and **Antony Smith** of Leeds. Take it away, fruitbuns! **"I'm Chris Lewis, and I have just neutralised 20 planets on *Starstrike II*. I thought the readers of your esteemed magazine..."** Flattery will get you everywhere! **"...would like a few tips. On the Wheel stage, wait for the pentagon to be either upside down or the right way up, then press 'D' and it's much easier to align. On the fields, weave and dive a lot before coming near and then take your time dodging the obstructions. This way you can dodge the stars. On the next stage use the lasers as single shot guns, as the fuel cannisters will have less chance of being hit. Then wait for it to stop moving before going in on it. On the trench stage, weave a lot and strafe everything."** Gee, thanx Chris. Anything to add to that, Antony? **"Yes indeedy. Here is a (heh heh) cheat mode for *Starstrike II*. Pause the game, then type in HEAR AND OBEY, not forgetting the spaces. Then press Q, W or E to fill up Laser, Fuel or Forcefields."** Berilliant! Now I can get myself into Hex's Heroes...

BOMB JACK

Wot? Who's that laughing? **"Ha ha ha ha ha ha ha. Mark Clements of Leeds, here. The laughing matter concerns page 26, issue 7. Ha ha, Mr Hack Free Hex. After reading the tips, noting that you wrote 'to get past the room...' *twice*, (has *YS* got double vision?) I then noticed a power-pong plant smiling and sitting on top of the words 'David Shewan/*Bomb Jack* 172,910'..."** Ooo, bitch! **"...and this is when I began to chuckle. If power-pong plant's score of 172,910 was a so-called 'Hot Chilli Sauce' score, where does my doobelly scrunchy chocca doobie tripley extra hot burning chilli chilli sauce score of 383,550 come in? I must qualify for Hex's Heroes, surely."** No you don't, 'cos you didn't send a picture! Ha ha ha ha ha ha. And don't call me Shirley!

ONE MAN AND HIS DROID

Wossis? **"As the story goes, he was wonderfully playing one day, well in the evening, actually, 5pm as a matter of fact..."** Gerron wiv it Richard Dodds! **"...anyway, all of a sudden he was flying through the actual game code! Neat eh?"** Stupifying. **"And so to my point...** (snip!) **He flew into the codes you need for the game and I've listed them below.**

PREDATORY	CLOCHE
LEVEL	EMPIRE
BLIZZARD	UPANDAWAY
RASVOGEL	GRAVITATE
ECOLOGY	FUNCTION
RYEGRASS	COLANDER
GRAIN	GOOSEBERRY
RAGOUT	FETLOCK
VAMPIRE	FEROCIOOUS
ENGAGED	VACUUM
ECTOPLASM	AUTOMATIC
RUMINATE	

"As you can see, I've put them into alphabetical order, so as not to confuse you." Tee ruddy hee! Thanx a lot, purée brain.

COMMANDO

"After eating my breakfast..." Woah! There must be a page missing in my script, here. What breakfast? Who? What? Generous quantities of why? **"...Oh, sorry, this is John Lewis of Cumbria here. After eating my breakfast I decided to sit down and write to you lot at *YS*."** Ooo, don't put yourself out on our account. **"I've scored 2,960,550 on *Commando*."** Brill. Er, stop munching your breakfast and gis' some clues, then. **"All you have to do to reach level 23 is this: wait beside the first bridge on level 1 and fire at the descending soldiers. You mustn't move too far up because then a soldier will throw grenades at you. Just move up high enough to see the soldier's feet at the top of the screen. The soldier on top of the bridge is a menace, all you can do is just avoid his fire. After you've gained enough points, lives and grenades, you should be able to shoot your way past seven more levels. On level 9 (same as level 1) repeat this process. To gain extra points, bomb the red bunkers (seen on levels 2, 6, and 8) and aim for the white area of the roof to blow it up and gain 3,000 points. Don't waste grenades on people in trenches unless it's absolutely necessary. *Never* stand still, especially when you're near the end of a zone, because the soldiers fire at you with great accuracy, so you have to be quick on your toes. Try firing whilst moving left and right and you'll produce a spray of bullets. Handy when you're in a tight corner."** Like the *YS* 'office' ya mean? Thanx, John. And er, finish yer brekky before you talk to me next time. I've got bits of Weetabix all over me lenses, now!

I OF THE MASK

Ahh. Worra nice bloke that **Philip Gargin** is. (Remember, he was the clever chaplet who wrote *George And The Deadly Meteor* for the June Issue. Grrrr-ate!) He sent me a little notelet from his stately home (or izzat homely state?) in downtown Romford. **"Seeing that you like *I, Of The Mask*, I thought I'd send you a pretty picture of all the pieces to help you identify them.**



"The position of each piece, and where crystals will teleport you is random each game. The best thing you can do is to make your own map (press H and copy it). Go around the Universes and mark on the map where each bit is. Only waste a life if your power is less than 1000. When you enter a universe from the maze, you are restocked with bullets and sometimes you can get up to thirty of them." Thanx a norfle lot, Philip, me old word association football. Well done.

SPELLBOUND

In case you're wondering why my voice is a bit muffled at the moment, I must draw your attention to the enormous mound of *Spellbound* and *Knight Tyme* complete solutions on my desk. I bunged a solution of *Knight Tyme* to the Trainspotter for his booklet last month, so now I'm gonna file all these other ones... Puh-lease don't send any more, there's good chaplets. Many thanks to all you intrepid Magic Knights who bothered to send them to me. A big oily kiss to you all. Well done. A little bird tells me I'll be featuring a full and frank *Spellbound* solution next month. (*Who're you calling a bird, laser brain? T'zer.*) Oops!

ACE

Karl Miles of the Isle of Man has found a bug (Eek! Squash it!) in *ACE*. **"If you put the thrust full up, pull the nose up, and then take the thrust down to zero again, your speed will continue to increase as long as you continue to gain height. You can also eject anywhere, even over sea or in enemy territory?"** Eeee-ooowww! Ack-ack-ack-ack-ack-ack -ack-ack... er... yes, it's a good game, this. Ahem.

Soooooooooo, that's about the size of it. Yep, a block of stone six foot square. That kind of size, yeah. What, the column? No, my ego, dummy. I'll be back next full moon (Aaaooooooowwwww!) with more of your (spang!) hits'n'timps in the jolly old Hank Free Zoo. Wod's the madder wif my voiz chip, Peeder? I zound all fummy. Curzes! Foiled agin. Oagie doagie. Bye evrybuddy! Zee yoo negz month...

Click Bzzzzzzzt.

HEX'S HEROES

Click Bzzzzzz... Whoooooo! Hey, that's better. Thanx Pete! (*S'okay! TP.*) Alright, here we hippy dippy doo-daas go with those nippy nappy noppy hip hop happy Hex's Heroes! Yay! Worra bunch of illustrious, glittery-sharded, mist-shrouded, sepulchral, majestic and wholly messianic mega-scorers you are! (Look it all up, what am I, a dictionary?)

First to fling themselves from the protoplasmic crud at my unworthy (yet humble) feet, are très hip **Simon Daniels**, plus his trusty sidekick and chic'n'snappy dresser **Maria Hodgen**. They hail from (Hellooooooo!) RAF Coltishall in Norwich. In between protecting the Realm from slanty-eyed beasties they have cracked *Batman*. Completed in three-quarters of an hour, they amassed all seven bits, visited 140 rooms, and scored 9340 points. Dinner dinner dinner... etc.

Bouncing out of a cave, like the Pumpkin he truly is, comes **Matthew Burke** of Sheffield, brandishing a lock of the Witches Hair from *Cauldron II*. He's scored a pumpkin jammingly mega score of 32,100 on the magic bounding sequel. Hubble Bubble.

Bbrrrrrppppp! Hey, who's blowin' me fanfare trumpet? Oh, it's you, **AJS**. Meet my good friend AJS. He's an elephant. Oh you noticed that, eh? Well, apart from his obvious charms as a big grey and v. tusky pachyderm, he has a bit of a way with *Bomb Jack*. He, and you won't believe this, has a score of 756,280! Well, put that in your trunk and toot it, Mark "Hot Chilli" Clements.

That's it. C'mon, AJS, it's feeding time. Byeee. Bbbrrrrrrrpppp!

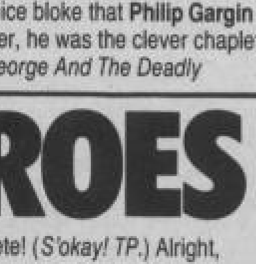
Click Bzzzzzzzt.



Simon Daniels and Maria Hodgen *Batman*/9,340 points



Matthew Burke *Cauldron II*/32,100 points



AJS *Bomb Jack*/756,280 points

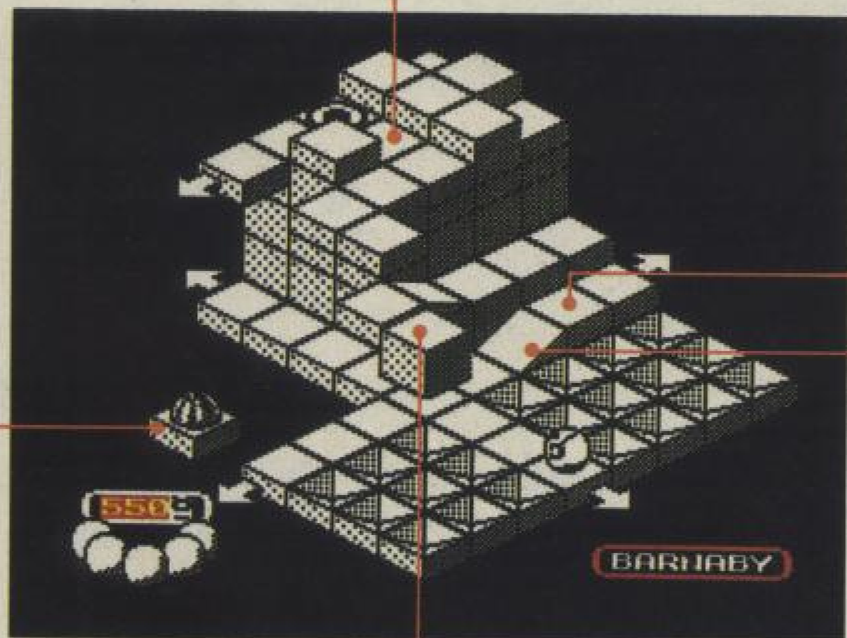
BOBBY BEARING

Rotund hints from P. Snout.

WIN EVERYTHING · YS

● The biggest asset (and that's not a little donkey!) you can have in playing this game is the super mega hyper map in the Trainspotter's Guide in the last issue of *YS*. You can use it to explore areas where your lost brothers might be hiding.

To get up to the top level, use the hidden lift to get to the first step up. Then hop onto the lift, being careful not to get squeezed flat on the lip of the level above. Then roll off quickly onto the top level. That's it, off you go.



There are a couple of versions of this screen in Technofear Land. And pretty tricky they are too. There are five different exits, all leading to important bits of the maze, plus a switch and. . . hey, there's a hidden lift here!

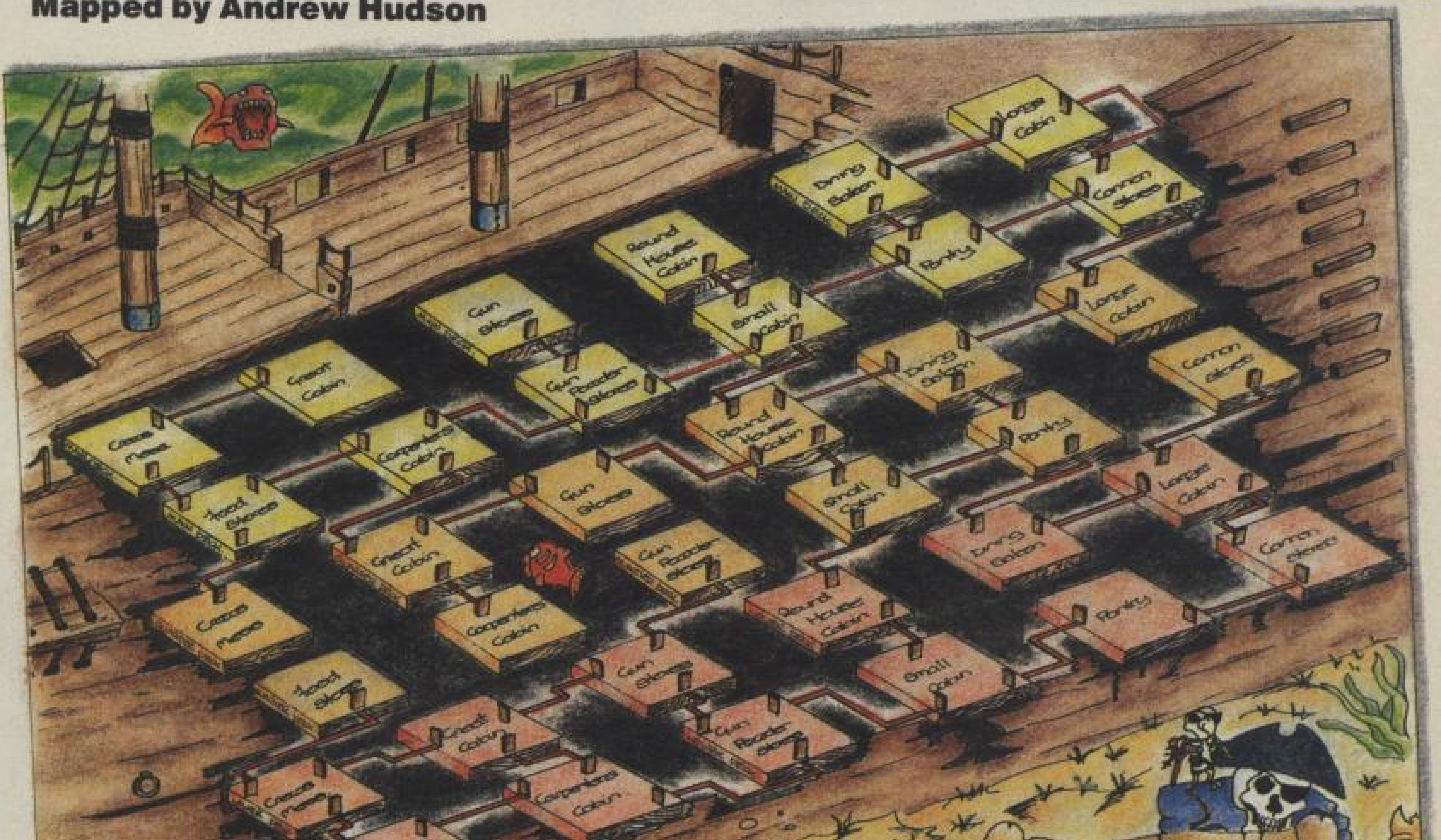
This is the receive node of the teleporter. At the far side of the maze there's a send node. (It's marked on the *YS* map!) To retrieve a brother from one of the far side rooms, find your way to the sender and you'll be instantly transported to this room. Well handy, as this room is an easy distance from your objective!

The hidden lift is flush (whooossshhhhh!!) with the ramp, so how do you activate it? C'est very simple, mes petites! The ramp leading up to the lift has a little switch in it. Handy to remember this if the lift is at the top of its path and you want it to come down.

To get past the lift which blocks the crossroads, press up against it when it's on the floor, then when it rises you'll shoot under it without being squashed. Zzzzziiipppp!

DEVIL'S CROWN

Mapped by Andrew Hudson




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AT LAST . . . A DECENT COMPUTER FROM AMSTRAD!

ZX SPECTRUM +2



Whatever happened to Uncle Clive? . . . *Max Phillips* is suitably impressed by Amstrad's tarted-up Speccy 128 . . .

Sneaking up on the "Sinclair" stand at this year's PCW show/ madhouse, I couldn't find what I was looking for. True enough, the Sinclair ZX Spectrum +2 was there. Just like everyone's been saying since Amstrad bought out Sinclair all those moons ago.

I prised a +2 from where it had been nailed to the table. It wasn't underneath it. It wasn't bolted to the end or sticking out the back. it wasn't even inside.

It might well be an Amstrad. But it hasn't got a stigma attached to it.

The big A's done a pretty good job of tarting up the late and great Speccy 128. £150 gets you a 128 in a nice grey case and somewhat less change than you'll need for the bus home.

It's got an Amstrad-style built-in cassette deck to reduce the chances of accidentally strangling the cat with all those leads. In theory, it's more reliable too and you don't even have to faff with a volume control. But be warned — there's no tape counter, which is less of a good idea.

The keyboard's much improved. Amstrad's made the big decision to wipe off all the old Basic keywords so not only does it feel better, it looks better. Bit of a problem when you come to program in 48K Basic mode though. You can't see what you're doing.

There are two built-in joystick ports too though Amstrad has done the dirty and made sure you can't use them with anybody else's joysticks.

The only other new thingy is a sound socket on the back to let you get the sound out when there's a monitor plugged in.

Software wise not a lot's changed either. The copyright messages now mention this funny new company and the 128's *Tape Tester* has been suppressed. Otherwise — all the same.

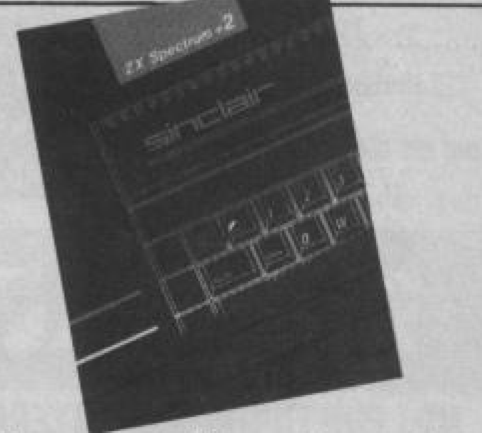
The +2 runs everything the 128 does. So it will work with many 48K tapes (in 48K mode) and the slowly growing pile of 128K mode taps. Amstrad is plonking a 'Sinclair Quality Control' sticker on all the games it has tested and warns you to beware of anything that hasn't got one. However, if it says it will go on a 128, it'll go on the +2.

But it works the other way round. All those tapes and hardware bits — like ZX Printers, disk drives, RGB adapters and so on — that don't go on the 128, won't go on the +2 either.

All-in-all, it's got to be a goer. The +2 should give thousands of new people the ideal opportunity to get into Speccy computing — be prepared for an invasion. Best of all, it's gonna give the software houses the final excuse they need to get on with producing decent 128 software.

FAX BOX

News from Amstrad says that the +2 will sell for £149 and the SJS1 joystick for about £12. However, some shops will be selling the machine, the joystick and six games for £159.95. What a bargain!



Now we're talking real manuals here! This one's got all the techie stuff as well as great quantities of the original Spectrum's Vickers/ Bradbeer masterpiece. All the new stuff is pretty well written too and there's a decent index.

WIN YS EVERYTHING



A Sticky Problem

At long last, a Speccy with a built-in joystick port — two in fact! They're compatible with the Sinclair/Interface II protocol which most games can handle (although Kempston is still the more popular).

What they're not compatible with is any joystick except the thing pictured here — the new Sinclair/Amstrad SJS1.

Fortunately, this little bit of sabotage won't stop all the Speccy's add-on makers. Already, new joysticks are arriving with twin plugs for both old Speccys and the +2. Cheetah also has an adapter to let you use your normal joystick.

And, we suspect, it wouldn't take a genius to prise open a Quickshot and do a quick re-wire. Let you know when we've tried it . . .



How to connect a joystick to the +2 — rewire yours at your own risk . . .

HARD FACTS

Having a bit of bovver with your add-ons? Hardware nut *Steve Adams* muscles in with a bit of friendly advice.

I've just bought a 128K Spectrum that's fine when I first tune it in. However, after a while it seems to drift out of tune — the sound goes all crackly and the picture gets slightly distorted. Can you tell me whether it's normally like this or is it a fault with the computer, TV or power pack?
Paul Edwards, Frome, Somerset

No that's definitely not normal. It sounds like you've got a faulty modulator in the video section. Send the machine to a repair centre; you'll find some addresses at the back of the magazine.

My Speccy keeps coming up with the 'microdrive not present' error message every time I try to use the microdrive. I thought there might be something wrong with the Interface 1 but all the other commands like printer and network work okay. Do you think it could be the ribbon connector cable from the Interface 1? Also will I have damaged the cartridge?
Stephen Asallidas, Athens, Greece

Yes to your first question. It seems very likely that you've got a dodgy cable between the microdrive and the Interface 1. In answer to your second question, the cartridges can be reformatted to reuse them as long as the tape hasn't been damaged.

I have a very strange problem. No, nothing like that! It's my VTX5000. It worked fine for a while on my Speccy and Interface 1 but just recently the system has started to lock up when it gets warm. The VTX5000 has been checked out and returned with a verdict of 'fit and well'. Even stranger, it works perfectly on my friend's Speccy. Have you any ideas?
Dave Wenzel, West Wickham, Kent.

The VTX is very sensitive to power supply variations. Try swopping your power supply with your friends' and check your Spectrum at his house. If this doesn't solve the problem you'll have to get your Speccy checked out.

My Speccy power pack packed up recently and so I, in my infinite wisdom, decided to use an Atari Power supply (I use a 9 volt setting). It seems to work alright but the screen does flicker rather a lot and a thick black and white line passes down the screen making it almost impossible to play any arcade games. Am I damaging my computer?
David Bovill, Lon Ceredigion, Gwynedd.

You're putting the power pack under a lot of strain. The Spectrum uses about 1 amp and the power pack probably only delivers about a third of that!

I've got an early issue Spectrum connected to a Lo-profile keyboard and I've just won a Star STX80 thermal printer which I connected to the Spectrum with a Tasman printer interface. Tasman has been extremely helpful and supplied me with three different types but still no luck. Why on earth doesn't it work?
R Sleightholme, Pontefract, Yorks.

Both the interface and keyboard have leads that are too long. There's a modification that you can have done to the Lo-profile by the manufacturer, so I suggest you contact Saga.

Please, please explain why my Speccy crashes out on certain positions on my joystick with the Currah MicroSpeech and Dk'Tronics programmable joystick interface plugged in together.
Richard Padley, Rotherham, South Yorks.

Both try to use the same location for machine code (top of memory). Your best bet would be to remove one interface or write your own programming software.

I wonder if you could give me the interface connections from the Interface 1 to the HR5 printer.
Kevin Hole, Shildon, Co. Durham

Sure can do Kevin:

Interface 1	*HR5*
2	*2*
3	*3*
4	*4*
5	*5*
7	*7*
9	*6 and 8*
4	*20*

Hope that's what you want.

I'm rather unhappy at the moment as my Symbol/Shift key has broken. It's dreadful as I can't load in programs or type them out. I really hope you can tell me what the remedy is for my problem.
William Lingard, Grimsby, South Humberside.

I reckon it's a case of the broken membrane syndrome. Either get one from a Spectrum repairer (see the ads at the back of the magazine) or change to a real keyboard.

Hi Steve. I've got a Tandy CGP-115 printer that I've interfaced with my Rotronics Wafadrive via the Centronics port. The big question is, how do I send graphics? I certainly hope you can help me.
C Warrington, Selby, North Yorks.

No problem. Just use OPEN#; "B" to select the byte channel after you've selected the centronics output to send non-printable codes.

YOUR SINCLAIR
14, RATHBONE PLACE
LONDON W1P 1DE

All letters win a YS badge

I've got a Dk'Tronics keyboard and I was very pleased with it until something happened . . . My Interface 1 broke down and I removed it from the case and now all my expansions don't fit. As you can imagine it's been an extremely painful experience for me and I really need some expert advice.
Matti Aisterich, Finland

The Dk'Tronics case has more holes near the edge connector hole. Unscrew the board and move it to the holes used by the Interface 1.

Help! I recently acquired (that's bought to you matey) a Brother M-1009 printer and Interface 1 but I can't find a suitable cable to link the Speccy (the Interface 1) with the printer. I'm very frustrated and really need help.
Antony 'I've got a sweet name' Licquorish, Market Harborough, Leics.

It takes Allsorts! Hmmm, anyway all you do is connect up pins 4, 6 and 8 together inside the 25-way plug on the standard Sinclair lead and it'll then work.

I recently bought a second hand Interface 1 but discovered that when I connect it up, it produces a cyan border on the screen when I type in garbage instead of indicating the error with a '?' message. What's wrong, my Interface, my Speccy or me!!
Justin Adams, Ringwood, Hants.

Well, I don't think it's you. I suspect the Interface 1 isn't controlling the ULA properly. Try cleaning the PCB edge connector and if necessary get your Interface 1 checked out.

My problem is very rare and one you've probably not come across before. I've linked up my Speccy to a vision mixer but I'm getting vertical bounce. And yes, I do prefer using that silly little computer and *YS MegaBasic* instead of thousands of pounds worth of Character Generator to create my effects. Can you help?
Carmel Brincat (a crazy TV producer), Fgura, Malta

It sounds to me as though you have an earth problem on the vision mixer. The Spectrum is isolated from earth and this causes the hum (your vision bounce) loop. Isolate the vision mixer from earth to cure the fault.

WAFADRIVE
YS SPECIAL OFFER

SAVE £80

Normal Price £129.95 YS Price £49.95

By public demand (lots and lots of phone calls from *YS* readers who want to know if they can still get hold of a Rotronics Wafadrive for under £50), we are repeating this very special offer. If you missed out last time round, make sure you make way for a Wafa' in time for this Christmas . . .

What does a Wafadrive offer me that I can't get from my cassette?
Speed's the obvious answer — it takes just 20 seconds to load *Spectral Writer* the free wordprocessor that comes with your Wafadrive from a 16K wafer. But the really big advantage is that you can store programs as files on a wafer. It's a real chore finding where you've put a particular program on a cassette, especially if you've got loads and loads of them on there.

So just how fast is a Wafadrive?
Well, it all depends. It depends on the position of the tape in the wafer and it depends on the size of the wafer. But as an average, *Sherlock* on a 64K wafer takes 43 seconds to load. You can usually reckon on about 2K of bytes going in every second plus the access time.

So it's not as fast as a microdrive?
That depends as well. You're right, it's not as fast at loading in the data. *But*, if you take into account the Wafadrive's more friendly operating system and its easier command syntax, you'll probably find it takes you no longer to load in a program. All that "m";1; stuff goes straight out the window. It's just LOAD * "filename" and you're away.

Yes, but what about reliability? The reason I've been put off microdrives are all the stories about how unreliable the cartridges are.
Microdrive cartridges do have a finite life but there's no way you're going to wear out a wafer cartridge. There's more tape in a wafer than in a microdrive cartridge so it's under less stress. And the protective cover that slides across when the tape's not in use stops people putting their grubby fingers all over your tape.

What other advantages are there over microdrives?
Other than performance, you mean? Well now there's price. £49.95's what you'd pay for a microdrive *without* the Interface 1 — the Wafadrive plugs directly into the back of your Speccy, of course. And remember, you get two drives on a Wafadrive just like on a professional system.

Why are there three different sizes of wafer cartridge?
That's so you can choose the most appropriate size for the job you want it to do. The larger the memory, the more tape in the cartridge and the longer it'll take to access the files. So, there's no point in choosing a 128K wafer to store programs that you're loading frequently. Much better to develop your programs on a small wafer and then transfer them onto a 64K one that has plenty of storage and medium access times. The 128K wafer is really more suited to archiving because of the longer access times. But when you do want an old program, you can quickly find it by CATing the wafer — try that with all your old cassettes.

Is the capacity of the wafers exactly 16, 64 and 128K?
No, that's just for convenience. On average you could expect to get about 75K on a 64K wafer and anywhere up to 140 odd K on a 128.

Can I connect any full size printer via the Centronics and RS232 interfaces?
Yes. The only printer you won't be able to connect is the smaller MCP 40.

I'm used to word-processing with *Tasword II* and I'd like to continue with it — is it possible to transfer it to Wafadrive?
Yes. You can get an information sheet that shows you how to do it direct from Rotronics. However, your free copy of *Spectral Writer* should meet all your word processing requirements.

Is it easy to transfer programs from cassette onto wafers?
If the programs are in Basic, you've got no problems. Just load them in, then save them onto the Wafadrive. Machine code programs can be transferred using a device like the Multiface 1 or a utility such as that on the Rotronic's toolkit wafer. The toolkit also contains a copy routine for Epson printers, a file analysis utility and other routines to help you when you're using a printer.



Still not sure? If you'd like more info on the Wafadrive before you decide to buy, you can write to Rotronics Ltd at Santosh House, Marlborough Trading Estate, West Wycombe Road, High Wycombe, Bucks.

WAFA OFFER

At this price, how can I fail to take advantage of your offer. Please send me:

...Rotronics Wafadrives including Spectral Writer and one free 64K wafer at £49.95 each, including postage and packaging. (Overseas £51.20 including p and p).

.... 16K wafer(s) at £2.99 each
.... 64K wafer(s) at £3.49 each
.... 128K wafer(s) at £3.99 each
.... Toolkit wafer(s) at £9.95 each
.... Centronic lead(s) at £12.95 each
.... RS232 lead(s) at £10.95 each

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Now cut out the coupon (or a photocopy) and send it with your payment to *YS* Wafadrive Special Offer, PO Box 320, London N21 2NB. Please allow 28 days for delivery.


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The coin-op kings from Konami, each game an all action arcade hit now available for your home computer. Treat your computer to only the best game crown it with the arcade kings!
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DAN DARE
PILOT OF THE FUTURE

At last, the Pilot of the Future, *Dan Dare* and his trusty friend and batman, Digby (Bah Gum), fettle off into the frozen wastes of space looking for the Final Front Ear. *Phil South* found himself in hot pursuit.

"Tonight, Dan Dare, Pilot Of The Future, This Is Your Life . . ." So begins this rip roaring episode in the life of Dan Dare, the Pavarotti of the Space Operas. Dan Dare has been nabbed by that Irish blighter with the big red book, and finds himself facing his grimmest foes yet . . . his own friends and relations! But, in the midst of the satellite pictures, carrying messages from well wishers around the globe, a fearful face fills the TV screens . . .

GASP! THEN....

The Mekon has set a deadly trap. He's planted an atomic bomb in an asteroid and sent it speeding towards the Earth. He knows that Dan Dare will try to stop him, so he's built the bomb into a fortress inside the asteroid. Setting his jaw grimly, Dan Dare, and his faithful sidekick Digby (Bah Gum), speed off in the good Spaceship Anastasia to save the Earth . . .

MEANWHILE....

I say, what a ripping yarn! Playing the part of Dan, you must forge through the corridors and grav-lifts of the Mekon's fortress and activate the self-destruct system, blowing up the asteroid. There are five SDS keys distributed throughout the complex, and you must collect them one by one and take them to the self destruct mechanism. Sounds like a familiar arcade adventure scenario? Well, yes it does, but the game itself is far from ordinary.

LATER THAT DAY....

The graphics are a dazzling lightshow, with delightful elements of comicbook style, like the words 'Meanwhile . . .' in a box in the corner of the screen. The backdrops are highly detailed, and so three dimensional they practically leap off the screen at you. Dan himself is a little green sprite. The animation quality is v. good indeedy, especially the bit when you don't move Dan for a bit. He looks out of the screen at you expectantly, then looks around to check no-one's creeping up on him. The gameplay is fast, tricky and challenging, with the worst enemy being the clock.

JUST IN THE NICK OF TIME....

With the weight of tradition behind it, this game should be a chart topper anyway, but the main reason will be that it's a thumping good game. Tally-ho, Digby.

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX

Game .... Dan Dare
Publisher .... Virgin Games
Price £9.95
Keys .... Q=Up, A=Down, O=Left, P=Right, and M=Fire.



YOUR SINCLAIR MEGAGAME



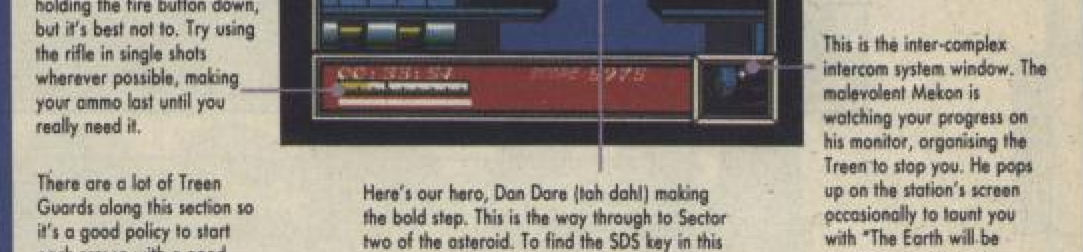
These comic style captions keep on cropping up, providing help, status reports and information. This is the great strength of this game; it truly captures the spirit of the original comic.

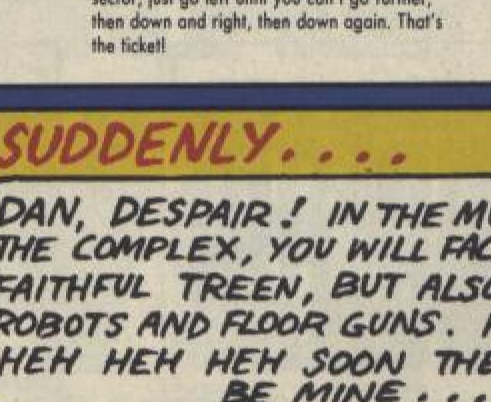
Yes, you can do rapid fire by holding the fire button down, but it's best not to. Try using the rifle in single shots wherever possible, making your ammo last until you really need it.

There are a lot of Treen Guards along this section so it's a good policy to start each screen with a good blast from your laser rifle. That'll put the wind up the blighters.

Here's our hero, Dan Dare (tah dah!) making the bold step. This is the way through to Sector two of the asteroid. To find the SDS key in this sector, just go left until you can't go further, then down and right, then down again. That's the ticket!

This is the inter-complex intercom system window. The malevolent Mekon is watching your progress on his monitor, organising the Treen to stop you. He pops up on the station's screen occasionally to taunt you with "The Earth will be mine!" and other such friendly greetings.





This is a floor gun. Brrr. In level 1 you can jump on the floor guns and smash them, but on this level it's a bit more difficult. They tend to be in confined spaces, so there's no room to jump. The trick here is to shoot a robot when it's over a floor gun, and he'll drop onto the gun stunned and smash it!

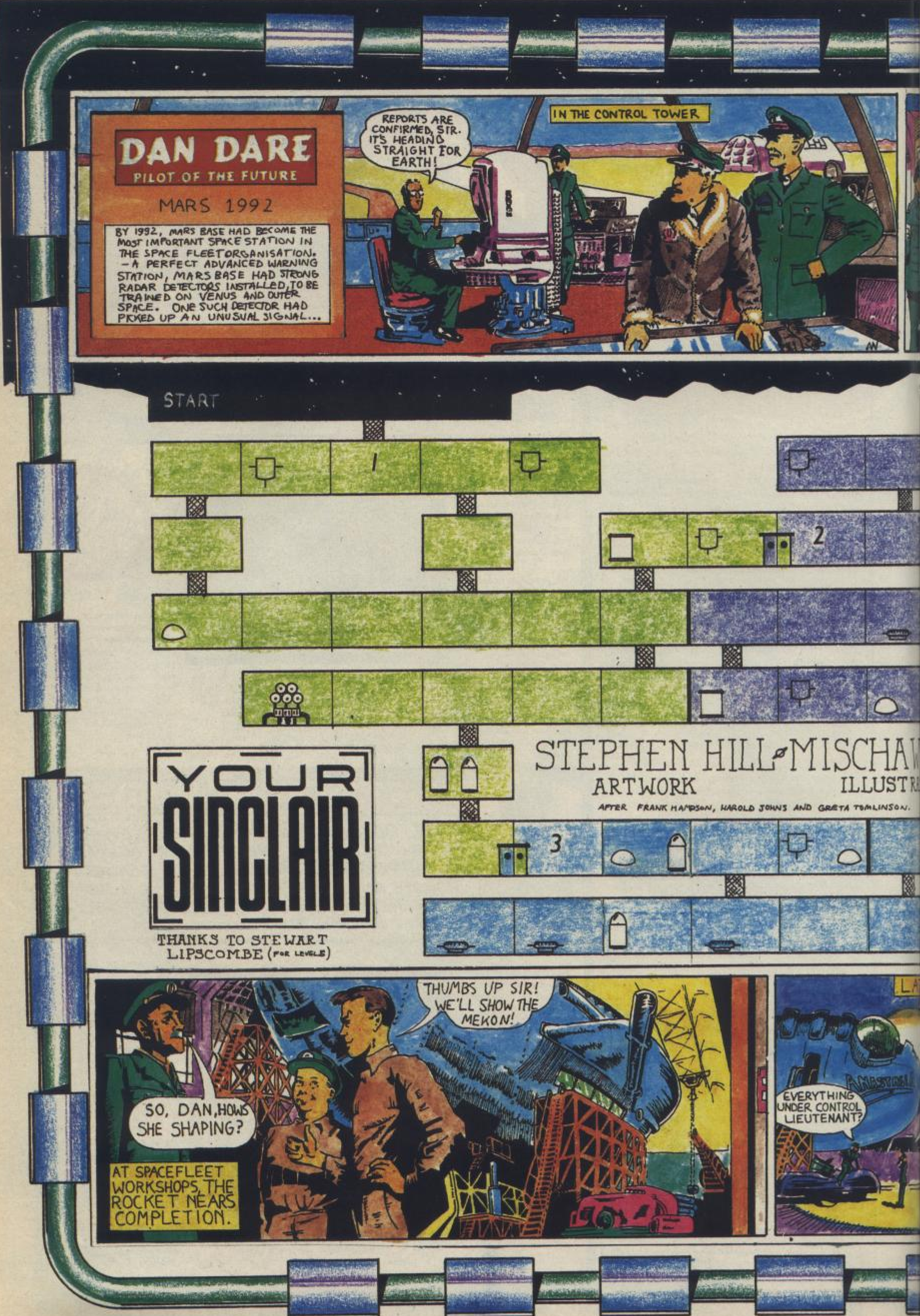
(Dah dah dah!!!!) The biggest enemy of all is . . . the Timer! You have just two hours. That may seem like a long time, but every time you get knocked out you lose ten minutes. Only twelve lives gone and you're dead . . and the Mekon conquers the Earth!

Dan is standing by a grav-lift. You operate them by standing about where he is now and pushing UP. You'll then float up onto the next platform. On level 3 you must forge up, up, up, 'cos the SDS key on this level is up in the ceiling by the exit to level 4.

The Mekon's robots roam the levels from 5 upwards. They shoot laser beams in all directions and can be extremely annoying, not to say downright dangerous. Shooting them with your laser will stun them momentarily so you can pass them safely. Phew!

The attention to the 3D lifts this game out of the ordinary and into the dazzling. Take these 'shadows' — they lend the display a far greater level of depth and reality. For graphics buffs, the smooth shading on the pillars is a sort of checkerboard effect on a carefully placed attribute square.

WIN EVERYTHING YS


DAN DARE
PILOT OF THE FUTURE
MARS 1992
BY 1992, MARS BASE HAD BECOME THE MOST IMPORTANT SPACE STATION IN THE SPACE FLEET ORGANISATION. —A PERFECT ADVANCED WARNING STATION, MARS BASE HAD STRONG RADAR DETECTORS INSTALLED, TO BE TRAINED ON VENUS AND OUTER SPACE. ONE SUCH DETECTOR HAD PICKED UP AN UNUSUAL SIGNAL...
REPORTS ARE CONFIRMED, SIR. IT'S HEADING STRAIGHT FOR EARTH!
IN THE CONTROL TOWER
START
1
2
3
YOUR SINCLAIR
STEPHEN HILL
ARTWORK
AFTER FRANK HAMPSON, HAROLD JOHNS AND GRETA TOMLINSON.
THANKS TO STEWART LIPSCOMBE (FOR LEVELS)
AT SPACEFLEET WORKSHOPS, THE ROCKET NEARS COMPLETION.
SO, DAN, HOWS SHE SHAPING?
THUMBS UP SIR! WE'LL SHOW THE MEKON!
EVERYTHING UNDER CONTROL LIEUTENANT?

PROGRAM POWER

PULL-OUT

TIME BOMB

AVAILABLE ON •DIGITAPE•

'Ere, wot's that tickin' noise? Aaaah! It's a time bomb... over there, behind that wall. Quick... get over there and defuse it! What? Whadda ya mean there's a great big alien chasing you? Don't be such a coward. Ooh! It's a bit large and fierce. Er... no it's okay, you deal with it. I'll go and get help.

Stop that whining and listen here, 'cos you've got five levels to get through! You just use Q and A to go up and down, and O and P to go left and right. There's a facility to save your hi-scores too, so in the end your sacrifice won't be wasted. Oh yes, and a little bird tells me that you won't be able to deactivate the last bomb until the whole floor is green... It's fast, it's addictive, and it's your neck that's on the block. So get on with it. I'm off!

The Basic Program

And here it is. All you need in one ready to serve pack. Just add fingers, a keyboard and a bit of spare time. Type in the following listing and SAVE "timebomb" LINE 1. Then Bob's yer uncle, you have a berilliant new game to play.

```
  0>REM © ROBERT BURGESS 1986
  1 REM DEDICATED TO MY
        IMMORTAL HEROES,PLUS
        MUM,DAD,PC,MIKE COLE
        OF ATLANTIS SOFTWARE
        PL,SS,AND THE REST.
  2 REM TUNES BY RIG
  5 CLEAR 59999
 10 POKE 23609,50: POKE 23658,8
: DIM U$(704): DIM C(4,2): LET S
K=.35
 20 BORDER 6: PAPER 6: INK 1: C
LS
 23 REM LARGE LETTERING
NOTE-PRINTERS MUST BE TURNED OFF
 OR DISCONNECTED BEFORE LOADING
 24 FOR F=72 TO 79: POKE 23681,
F: LPRINT "       T I M E   B O
M B       ": NEXT F
 26 PRINT AT 3,10; PAPER 7; INK
 2;"PLEASE WAIT";AT 20,5; PAPER
7; INK 2;"© ROBERT BURGESS 1986"
 27 GO SUB 900
 28 BEEP .1,10: CLS : GO SUB 61
5
 29 LET L=1: LET S=0
 32 PRINT AT 6,3; INK 0;"ROBERT
 J. BURGESS PRESENTS";AT 20,13;
PAPER 4; INK 0;"© 1986";AT 12,4;
 PAPER 6; INK 1;"PRESS L - LOAD
HI-SCORES";AT 13,5;"S - REDEFINE
 CHARS SET";AT 14,5;"Q - CHANGE
SKILL LEVEL";AT 15,12;"P - PLAY"

 35 PRINT AT 9,5; PAPER 7; INK
0;" - T I M E   B O M B - "
 37 FOR F=5 TO 35 STEP .5: BEEP
 .005,F: BEEP .005,F+2: NEXT F
 39 REM LINE 40-POKES STOP PROG
RAM NAME APPEARING WHEN LOADING
HI-SCORES
 40 IF INKEY$="L" THEN LET ZX=P
EEK 23739: LET ZA=PEEK 23740: PO
KE 23739,82: POKE 23740,0: LOAD
"" DATA H$(): LOAD "" DATA H():
POKE 23739,ZX: POKE 23740,ZA: PA
USE 5: BEEP .1,3
 42 IF INKEY$="S" THEN GO TO 70
0 :
 44 IF INKEY$="P" THEN GO TO 60
 46 IF INKEY$="Q" THEN GO SUB 5
5
 50 GO TO 40
 55 PRINT AT 17,3;"PRESS ANY FR
OM 0 (FAST AND";AT 18,3;"HARD) T
O 9 (SLOW AND EASY)": BEEP .2,7
 56 IF INKEY$="" THEN GO TO 56
 57 LET A$=INKEY$
 58 LET SK=0+(VAL A$*.07): BEEP
.1,8: PRINT AT 17,3;"
                  ";AT 18,3;"
                  "
 59 GO TO 40
 60 BEEP .25,0: BEEP .25,2: BEE
P .5,4: BEEP .5,4: BEEP .5,0
100 PRINT AT 0,0; PAPER 2; INK
7;"◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
◆◆◆";AT 19,0;"◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆◆◆◆◆◆";AT 21,0;"◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆": FOR
F=1 TO 20: PRINT AT F,0; PAPER 2
; INK 7;"◆";AT F,31;"◆": NEXT F
105 FOR G=1 TO 17 STEP 2: PRINT
 PAPER 6; INK 0;AT G,1;"┏┓┏┓┏┓┏┓
┏┓┏┓┏┓┏┓┏┓┏┓┏┓┏┓┏┓┏┓┏┓";: PRINT
AT G+1,1; PAPER 6; INK 0;"┗┛┗┛┗┛
┗┛┗┛┗┛┗┛┗┛┗┛┗┛┗┛┗┛┗┛┗┛┗┛";: NEXT
 G
107 LET X=9: LET Y=15: LET G=48
109 PAPER 2: INK 0
110 IF L>5 THEN GO SUB 490+((L-
5)*20)
111 GO SUB 490+L*20
125 LET Q=1
128 LET J=1: LET K=R
130 FOR F=1 TO 4: PRINT AT C(F,
1),C(F,2); PAPER 1; INK 7;"TICK";A
T C(F,1)+1,C(F,2);"TICK": NEXT F
134 REM SCROLLING MESSAGE
135 IF L=1 THEN DIM A$(114): LE
T A$(30 TO )=" .. T I M E   B O
M B ..       SCORE:0000   LEVEL:1
      ": FOR F=1 TO 55: PRINT AT
20,1; PAPER 7; INK 1;A$(F TO F+2
9): BEEP .03,F/2: NEXT F
137 PRINT AT 20,25; PAPER 7; IN
K 1;L
140 PRINT AT X,Y; INK 1; PAPER
6;"▄▄";AT X+1,Y;"▀▀";AT A,B; INK
 0; PAPER 6; BRIGHT 1;"▲";AT A+
1,B;"▼"
200 LET LX=X: LET LY=Y
201 IF INKEY$="P" THEN LET LY=L
Y+2: GO TO 290
205 IF INKEY$="O" THEN LET LY=L
Y-2: GO TO 290
210 IF INKEY$="Q" THEN LET LX=L
X-2: GO TO 290
215 IF INKEY$="A" THEN LET LX=L
X+2: GO TO 290
219 LET V=ATTR (X,Y)
220 PRINT AT X,Y; PAPER 6; INK
1;"▄▄";AT X+1,Y;"▀▀"
224 IF V=48 THEN BEEP .015,8: L
ET Z=Z-1: LET S=S+5
225 PRINT AT 20,15-(S>9)-(S>99)
-(S>999); INK 1; PAPER 7;S
226 IF V=32 THEN BEEP .01,0
227 IF Z=0 THEN GO TO 300
230 IF V=112 THEN LET D$="CAUGH
T BY THE ALIEN": GO TO 600
234 IF V=15 AND (C(J,1)<>X OR C
(J,2)<>Y) THEN LET D$="DIFFUSED
THE WRONG BOMB": GO TO 600
235 IF V=15 AND C(J,1)=X AND C(
J,2)=Y THEN LET S=S+50: RANDOMIZ
E USR 61000: GO SUB 480
250 LET LA=A: LET LB=B
251 IF X>A THEN LET LA=LA+2: GO
 SUB 280
252 IF X<A THEN LET LA=LA-2: GO
 SUB 280
254 IF Y>B THEN LET LB=LB+2: GO
 SUB 280
256 IF Y<B THEN LET LB=LB-2: GO
 SUB 280
257 GO TO 260
259 LET G=ATTR (A,B)
260 PRINT AT A,B; INK 0; PAPER
6; BRIGHT 1;"▲";AT A+1,B;"▼"
265 IF G=49 THEN LET D$="CAUGHT
 BY THE ALIEN": GO TO 600
270 LET K=K-1: IF K>9 THEN PRIN
T AT C(J,1)+1,C(J,2); PAPER 1; I
NK 7;K
```

TIM
BOM
BY ROBERT B

ME

OMB

T BURGESS

```
 271 IF K<10 THEN PRINT AT C(J,1
)+1,C(J,2); PAPER 1; INK 7;"0";K
 272 IF K=0 THEN LET D$="OUT OF
TIME": GO TO 600
 279 GO TO 200
 280 IF (ATTR (LA,LB)=32 OR ATTR
 (LA,LB)=48 OR ATTR (LA,LB)=49)
AND RND>SK THEN GO SUB 495: LET
A=LA: LET B=LB: GO TO 259
 281 LET LA=A: LET LB=B: RETURN
 290 IF (ATTR (LX,LY)=48 OR ATTR
 (LX,LY)=112 OR ATTR (LX,LY)=15
OR ATTR (LX,LY)=32) THEN PRINT A
T X,Y; PAPER 4; INK 0;"▛▜";AT X+
1,Y;"▙▟": LET X=LX: LET Y=LY
 292 GO TO 216
 300 PRINT AT 9,12; PAPER 7; INK
 0;"         ";AT 10,12;" LEVEL
";L+1;" ";AT 11,12;"         "
 305 LET L=L+1
 310 BEEP .75,0: BEEP .25,2: BEE
P .5,4: BEEP .5,2: BEEP .5,5: BE
EP .5,4: BEEP .25,2: BEEP .25,-1
: BEEP .5,0
 315 GO TO 100
 481 LET K=R: LET Q=Q+1: LET J=0
 482 IF Q=4 THEN PRINT AT C(J,1)
,C(J,2); PAPER 3; INK 0;"TICK"
 495 IF G=32 THEN PRINT AT A,B;
PAPER 4; INK 0;"▛▜";AT A+1,B;"▙▟
": RETURN
 496 IF G=48 THEN PRINT AT A,B;
PAPER 6; INK 0;"▛▜";AT A+1,B;"▙▟
": RETURN
 497 STOP
 500 REM 500-580 DATA FOR SCREEN
S

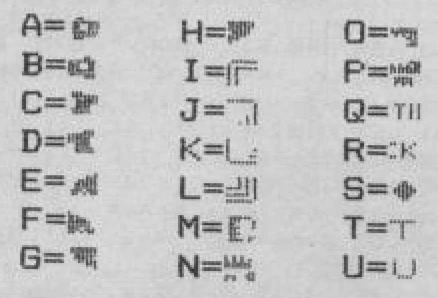
 510 RESTORE 515: FOR F=1 TO 22:
 READ A1,A2: PRINT AT A1,A2;"▛▜"
;AT A1+1,A2;"▙▟": NEXT F
 511 LET C(1,1)=13: LET C(1,2)=3
: LET C(2,1)=5: LET C(2,2)=27: L
ET C(3,1)=5: LET C(3,2)=3: LET C
(4,1)=13: LET C(4,2)=27
 513 LET R=60: LET A=1: LET B=5:
 LET Z=108
 517 DATA 1,15,3,3,3,9,3,21,3,27
,5,5,5,25,7,7,7,15,7,23,9,9,9,21
,11,7,11,15,11,23,13,5,13,25,15,
3,15,9,15,21,15,27,17,15
 519 RETURN
 530 RESTORE 535: FOR F=1 TO 28:
 READ A1,A2: PRINT AT A1,A2;"▛▜"
;AT A1+1,A2;"▙▟": NEXT F
 531 LET C(1,1)=1: LET C(1,2)=29
: LET C(2,1)=17: LET C(2,2)=29:
LET C(3,1)=17: LET C(3,2)=1: LET
 C(4,1)=1: LET C(4,2)=1
 533 LET R=60: LET A=17: LET B=5
: LET Z=102
 537 DATA 1,3,1,27,3,5,3,25,5,7,
5,15,5,23,7,9,7,13,7,15,7,17,7,2
1,9,1,9,3,9,27,9,29,11,9,11,13,1
1,15,11,17,11,21,13,7,13,15,13,2
3,15,5,15,25,17,3,17,27
 539 RETURN
 550 RESTORE 555: FOR F=1 TO 26:
 READ A1,A2: PRINT AT A1,A2;"▛▜"
;AT A1+1,A2;"▙▟": NEXT F
 551 LET C(1,1)=1: LET C(1,2)=1:
 LET C(2,1)=17: LET C(2,2)=1: LE
T C(3,1)=17: LET C(3,2)=29: LET
C(4,1)=1: LET C(4,2)=29
 553 LET R=50: LET A=17: LET B=1
5: LET Z=105
 557 DATA 1,7,1,13,1,17,1,23,3,1
1,3,19,5,9,5,21,7,7,7,13,7,17,7,
23,9,1,9,29,11,7,11,13,11,17,11,
23,13,9,13,21,15,11,15,19,17,7,1
7,13,17,17,17,23
 559 RETURN
 570 RESTORE 575: FOR F=1 TO 30:
 READ A1,A2: PRINT AT A1,A2;"▛▜"
;AT A1+1,A2;"▙▟": NEXT F
 571 LET C(1,1)=7: LET C(1,2)=1:
 LET C(2,1)=11: LET C(2,2)=29: L
ET C(3,1)=11: LET C(3,2)=1: LET
C(4,1)=7: LET C(4,2)=29
 573 LET R=60: LET A=1: LET B=29
: LET Z=100
 577 DATA 1,3,1,15,1,27,3,5,3,15
,3,25,5,1,5,7,5,13,5,15,5,17,5,2
3,5,29,7,3,7,27,11,3,11,27,13,1,
13,7,13,13,13,15,13,17,13,23,13,
29,15,5,15,15,15,25,17,3,17,15,1
7,27
 579 RETURN
 590 RESTORE 595: FOR F=1 TO 38:
 READ A1,A2: PRINT AT A1,A2;"▛▜"
;AT A1+1,A2;"▙▟": NEXT F
 591 LET C(1,1)=9: LET C(1,2)=5:
 LET C(2,1)=13: LET C(2,2)=25: L
ET C(3,1)=9: LET C(3,2)=25: LET
C(4,1)=5: LET C(4,2)=5
 593 LET R=45: LET A=1: LET B=1:
 LET Z=92
 597 DATA 3,3,3,5,3,7,3,9,3,11,3
,13,3,17,3,19,3,21,3,23,3,25,3,2
7,5,3,5,27,7,5,7,13,7,17,7,25,9,
7,9,23,11,5,11,13,11,17,11,25,13
,3,13,27,15,3,15,5,15,7,15,9,15,
11,15,13,15,17,15,19,15,21,15,23
,15,25,15,27
 599 RETURN
 600 REM 601: MACHINE CODE SOUND
 601 RANDOMIZE USR 61500
 609 REM 610: ROUTINE TO CHANGE
SCREEN COLOUR KEEPING PRINTING I
NTACT
 610 PAPER 6: INK 1: FOR F=4 TO
6: PRINT OVER 1;AT 0,0; PAPER F;
U$: PAUSE 5: BEEP .02,F: NEXT F:
 BORDER 6: FOR F=1 TO 6: PRINT O
VER 1;AT 0,0; INK F;U$: PAUSE 5:
 BEEP .02,F+6: NEXT F: CLS
 611 GO SUB 615: GO TO 619
 615 PRINT AT 0,0; INK 7; PAPER
2;"◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
◆◆◆";AT 21,0;"◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆◆◆◆◆◆": FOR F=1 TO 20:
PRINT AT F,0; INK 7; PAPER 2;"◆"
;AT F,31;"◆": NEXT F
 617 PRINT AT 1,1; PAPER 4; INK
0;"▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛
▜";AT 2,1;"▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙
▟▙▟▙▟▙▟▙▟";AT 19,1;"▛▜▛▜▛▜▛▜▛▜
▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜";AT 20,1;"▙▟▙
▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟▙▟": FO
R F=3 TO 17 STEP 2: PRINT AT F,1
; PAPER 4; INK 0;"▛▜";AT F,29;"▛
▜";AT F+1,1;"▙▟";AT F+1,29;"▙▟":
 NEXT F
 618 RETURN

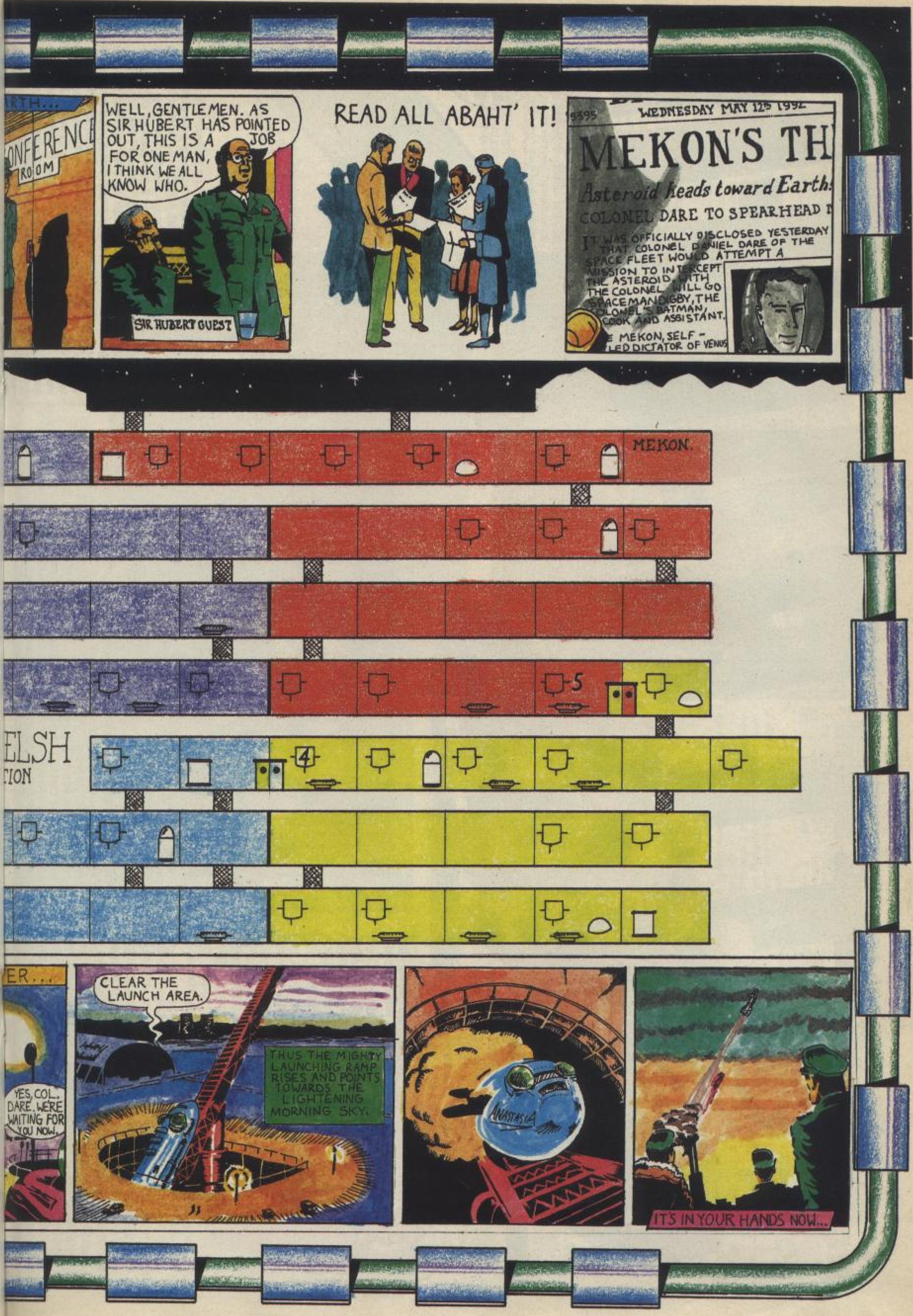
 620 PRINT AT 5,11;"GAME OVER";A
T 8,(32-LEN D$)/2;D$;AT 11,11;"S
CORE:";S
 621 BEEP .2,0: BEEP .2,2: BEEP
.2,4: BEEP .2,5: BEEP .2,7: BEEP
 .2,4: BEEP .45,0: BEEP .2,2: BE
EP .2,4: BEEP .45,2: BEEP .2,4:
BEEP .2,2: BEEP .325,0
 625 IF S<=H(11) THEN PAUSE 50:
GO TO 656
 630 PRINT AT 13,11;"HIGH SCORE"
;AT 16,9;"ENTER YOUR NAME"
 635 DIM N$(10): INPUT ">"; LINE
 N$
 644 REM JUGGLE 11 NAME HI-SCORE
 TABLE
 645 FOR F=2 TO 11: IF S>H(F) AN
D S<H(1) THEN FOR G=11 TO F STEP
 -1: LET H$(G)=H$(G-1): LET H(G)
=H(G-1): NEXT G: LET H$(F)=N$: L
ET H(F)=S: GO TO 656
 650 NEXT F
 655 FOR G=11 TO 2 STEP -1: LET
H$(G)=H$(G-1): LET H(G)=H(G-1):
NEXT G: LET H$(1)=N$: LET H(1)=S
 656 GO SUB 657: GO TO 658
 657 FOR F=3 TO 18: PRINT AT F,3
;"                          ": N
EXT F: RETURN
 660 PRINT AT 4,8; PAPER 7; INK
0;"IMMORTAL HEROES": FOR F=6 TO
16: PRINT AT F,8;H$(F-5);" ";H(F
-5): NEXT F
 670 PRINT AT 18,5;"PRESS S TO S
AVE TABLE"
 675 IF INKEY$="" THEN GO TO 675
 676 REM SAVE HI-NOT SCORE TABLE
 677 IF INKEY$="S" THEN SAVE "HI
SCORE" DATA H$(): SAVE "HISCORE"
```

```
 DATA H()
 680 GO SUB 657: GO TO 29
 700 PRINT AT 21,0; INK 0; PAPER
 7;"      PLEASE WAIT 180 SECONDS
   "
 701 REM REDEFINE CHARS. SET IN
3 LINES OF BASIC !
 705 LET M=60000: FOR N=32 TO 12
7: PRINT AT 21,0; PAPER 7; INK 7
;CHR$ N: FOR O=7 TO 0 STEP -1: F
OR P=6 TO 0 STEP -1
 710 IF POINT (P,O)=1 THEN PLOT
INK 7;P+1,O
 715 NEXT P: POKE M,PEEK (22432-
256*O): LET M=M+1: NEXT O: NEXT
N: POKE 23606,96: POKE 23607,233
: GO SUB 615: BEEP .5,10: GO TO 30
 900 RESTORE 900: FOR F=0 TO 151
: READ A: POKE USR "A"+F,A: NEXT
 f
 901 DATA 0,48,127,103,103,127,1
27,112
 905 DATA 0,12,254,230,230,254,2
54,14
 910 DATA 112,127,63,63,60,124,1
24,0
 915 DATA 14,254,252,252,60,62,6
2,0
 920 DATA 0,1,7,31,63,63,119,107
 925 DATA 0,128,224,248,252,252,
238,214
 930 DATA 127,127,63,62,31,7,1,0
 940 DATA 254,254,252,124,248,22
4,128,0
 945 DATA 127,128,191,160,160,16
0,160,160
 950 DATA 254,1,1,1,1,5,5,21
 955 DATA 128,128,128,129,128,13
1,128,127
 960 DATA 21,21,21,245,5,253,1,2
54
 965 DATA 126,113,97,113,96,112,
99,122
 970 DATA 168,170,254,254,0,3,23
1,163
 975 DATA 0,0,254,254,86,14,6,14
 980 DATA 7,171,255,255,0,124,12
4,84
 981 DATA 0,117,37,37,37,37,0,0
 983 DATA 0,210,20,24,20,210,0,0
 985 DATA 0,24,60,126,126,60,24,
0
 987 RESTORE 987: FOR F=0 TO 20:
 READ A: POKE 61000+F,A: NEXT F
 988 DATA 33,10,0,17,3,0,6,200,2
29,213,197,205,181,3,193,209,225
,35,16,244,201
 990 RESTORE 990: FOR F=0 TO 47:
 READ A: POKE 61500+F,A: NEXT F
 992 DATA 243,58,72,92,15,15,15,
8,38,0,1,0,12,8,211,254,238,16,8
,46,0,85,92,167,237,82,237,82,17
,254,0,25,125,148,56,1,61,103,61
,32,253,11,120,177,32,223,251,20
1
 996 RESTORE 997: DIM H$(11,10):
 FOR F=1 TO 11: READ H$(F): NEXT
 F: DIM H(11): FOR F=1 TO 11: RE
AD H(F): NEXT F
 997 DATA "GLYNN","DAVID","ROBER
T","ELIZABETH","JAYNE","ANDREW",
"KATIE","MARK","DAZ/COLIN","MICH
AEL","NICOLA"
 998 DATA 2500,2250,2000,1800,16
00,1400,1200,1000,800,600,400
 999 RETURN
1000 REM SAVE PROG SO NAME APEAR
S IN MIDDLE OF SCREEN WHILE LOAD
ING
1001 LET S$="": LET S$=S$+CHR$ 2
2+CHR$ 11+CHR$ 12+CHR$ 65+CHR$ 6
7+CHR$ 84+CHR$ 73+CHR$ 79+CHR$ 7
8+CHR$ 33
1002 SAVE S$ LINE 1
```

UDG GRAPHIC KEY

Here are the UDG keys you will need to display the graphics characters in this game.





...RTH...
CONFERENCE ROOM
WELL, GENTLEMEN. AS SIR HUBERT HAS POINTED OUT, THIS IS A JOB FOR ONE MAN, I THINK WE ALL KNOW WHO.
SIR HUBERT GUEST
READ ALL ABAHT' IT!
WEDNESDAY MAY 12th 1992
MEKON'S TH
Asteroid heads toward Earth
COLONEL DARE TO SPEARHEAD
IT WAS OFFICIALLY DISCLOSED YESTERDAY THAT COLONEL DANIEL DARE OF THE SPACE FLEET WOULD ATTEMPT A MISSION TO INTERCEPT THE ASTEROID. WITH THE COLONEL WILL GO SPACEMAN DIGBY, THE COLONEL'S BATMAN, COOK AND ASSISTANT.
...E MEKON, SELF-...LED DICTATOR OF VENUS
MEKON.
5
4
...ELSH
...TION
...ER...
YES, COL. DARE. WE'RE WAITING FOR YOU NOW.
CLEAR THE LAUNCH AREA.
THUS THE MIGHTY LAUNCHING RAMP RISES AND POINTS TOWARDS THE LIGHTENING MORNING SKY.
ANASTASIA
IT'S IN YOUR HANDS NOW...

TT RACER



Tommy Nash mounts his funky moped and takes it for a spin round DI's TT Racer. Now he wants to be Leader of the Pack...

Vrooom! Vroooom!!

"On yer bike," the Ed said. And I was just about to get my you-know-what into gear and go you-know-where when he gave me *TT Racer*. "*That* bike!" Oh!

Now the closest I've ever come to 500cc is a carton of orange juice, so I wasn't going to pass up the chance to race round the Nurburgring with a juggernaut between my knees. I'd soon polish off that Mr Sheene.

Right, rev up, release the clutch, *whoa a wheelie*... and we're off. Right off. Still, if this had been for real I'd have gone A over TT and ended up in hospital with more metal plates in me than a works canteen. But perhaps it was a little ambitious to start off with the big boys at Grand Prix level. Let's have a go on the 80cc phut-phut at club standard. And sure enough, within half an hour I'd won my first race. I don't know how because I still hadn't mastered the little things like gear changing but the Ed wasn't arguing when I sprayed champagne in his direction.

But that's the beauty of *TT Racer*; it provides enough options to keep you burnin' rubber till your Dunlops drop



What are Phil, T'zer and Martin playing at? *TT Racer* actually. The same game on the same track with just a computer, telly and joystick each. It's all done by using the Spectrum's networking facility through the Interface 1. The game gives you the net option to connect up to eight separate Speccies and race against your mates so you can really throttle each other. Helmets are purely optional. (*And very silly! Ed*)



The Right Track...

Welcome to the New Nurburgring in Germany. If you can get round this track in one piece you should be ready to tackle just about anything. And since the game includes eleven more tracks for you to rev your way round, you should have plenty of opportunity. When you've reached Grand Prix standard, you can choose the Season option that takes you through all twelve tracks, monitoring your progress as you go. If you're just starting out, I found that Silverstone was about the best to cut your teeth on without knocking them all out on the tarmac. It's got some good long straights and the bends aren't too hair-raising. At least no-one can accuse Digital Integration of having a one track mind!

the Ed wasn't arguing when I sprayed champagne in his direction.

...connect up to eight separate Speccies and race against your mates so you can really throttle each other. Helmets are purely optional. (And very silly! Ed)

...verstone was about the best to cut your teeth on without knocking them all out on the tarmac. It's got some good long straights and the bends aren't too hair-raising. At least no-one can accuse...

But that's the beauty of *TT Racer*; it provides enough options to keep you burnin' rubber till your Dunlops drop off. So, you can pootle off on a noddy bike with all the trappings like fuel indicator, speedo and wing mirrors — everything (barring the fluffy dice) that real racers have to dispense with to keep down wind resistance. You can even choose the automatic gear change — just don't let anyone see you 'cos that's for the real wimps! Then, once you've sussed out the technicalities of the throttle and the rev counter (no, it's not a device for adding up vicars), you can work your way up to the megamachines and win a place on the Grand Prix circuit.

The big test of any simulation, though, is just how realistic it is. It doesn't matter how many permutations of the original scenario it offers if none of them give you so much as an inkling of what it really feels like to be flying a plane, burning round Brands Hatch or becoming a Back Street Hero. *TT Racer* certainly convinced me. It convinced me that it's as close as I ever want to come to spreading myself like strawberry jam round the Silverstone circuit. Nothing can ever hope to capture the exhilaration and raw fear of trying to keep your tyres touching the tarmac while you're attempting to take a corner at 110 mph but this'll do for me.

And just take a look at how far over this baby tilts. If this was for real it's a wonder your ears don't catch fire in the friction. Swinging from side to side to take the S-bends on the Salzburgring can almost make you feel sea-sick. But you must master the corners if you're ever going to make it. You have to put yourself in a position to take the most direct line through them, brake, lean and then accelerate out again. One hint as well — don't use a sloppy joystick or you'll be wobbling all over the road and probably get done for being drunk in charge.

A couple of minor quibbles. The sense of speed doesn't seem to alter whether you're on an 80cc donkey or a 500cc mean machine. But then I'm still spending most of my time trying to stay on board and not really noticing the scenery as it whizzes past. And when you're racing against other bikes they all get out of your way when it comes to overtake — not as realistic as all that bobbing and weaving but a darn sight less dangerous.

If you're keen to take the chequered flag without getting spattered and only want your bike made by Yamaha not your organs as well, you'd be well advised to take the Ed's advice. On yer *TT Racer*!

Game .... TT Racer
Publisher .... Digital Integration
Price £9.95
Keys Open throttle — 7,0,P; Brake — 6,0,L; Left — 5,A,Z; Right — 8,S,X; Change gear and use clutch — Space.
Joystick .... Kempston, Interface II.

T·TOTAL

The game's completely menu driven so you can easily change the degree of difficulty you're prepared to take before each race. Warning: don't go for the Grand Prix level after a night on the tiles.

The twelve tracks are the ones that make up the 1986 Grand Prix season — now you see how you'd have done if Suzuki had given you the chance you deserved.

The Season option takes you through the 1986 Grand Prix circuit in the order that the real riders follow. But if you need to Practice first, choose this option and it'll let you equip your bike with road instruments and wing mirrors if you want.



Would you believe it? You can choose up to 99 laps to race round but beware, you'll be a darn sight more than just saddle sore if you go the whole way.

These two options are only relevant if you're on the net. Remember that each of you must have an Interface 1 and networking leads.

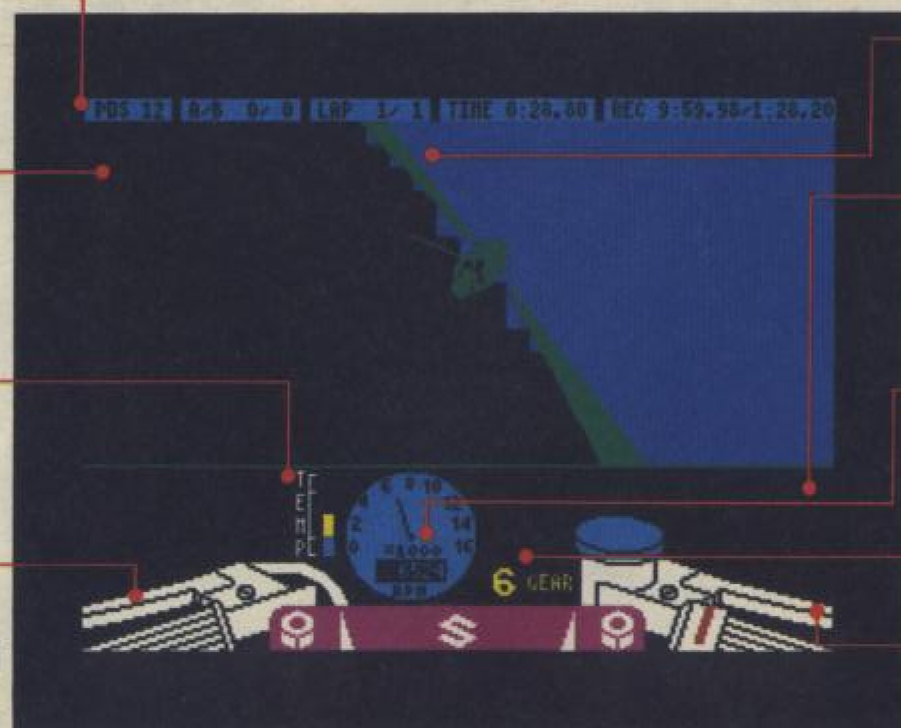
If you don't want to cram a complete Grand Prix season into an afternoon's joystick bashing, you can save the game at any stage and resume your riding later.

The pitboard with all the details of the race you're in, is displayed along the top. Here you can see your time, the lap number, the track record and your position compared to the other riders. Fortunately for your self-esteem it doesn't come up with the word, "last."

Over the handlebars — that's the view the game gives you and the direction you'll be travelling if you don't understand the dashboard.

When the heat's on, watch the temperature gauge. If it goes into the red, you're getting all steamed up and there's every chance that the engine will seize if you exceed maximum revs.

A quick click in the clutch can do wonders for your racing. You can disconnect the clutch to increase revs by holding the fire button down and then a quick press changes gear.



Now L-E-E-E-A-A-A-N! It's at times like this that TT Racer starts to look more like a flight simulator.

When you choose the road instrument option, these spaces are taken up with your wing mirrors. You can then see if there's another bike on your tail as soon as it's within 64 feet of you.

Keep both eyes on the road at all times — and the other eye on the rev counter. As soon as you reach 2500 RPM away from max revs you can change up a gear — if you're less than that you'll change down.

Here's the only bit of the dashboard that you won't see on a real bike — it tells you which of the six gears you're in. If you crash, not that you will of course, you must remember to get the bike back to a horizontal position and put it into first gear again.

When approaching corners it's an idea to apply the brakes — if you want to live. Pull back on the joystick and then change down by hitting the fire button.

Graphics
Playability
Value for Money
Addictiveness
9


ocean
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TASK FORCE

Got some reluctant routines that need revitalising? Write to *Ian Hoare* and he'll renew them with *Task Force*!

This month, I've got a question or two to answer and an answer or two to print. But first I've a confession to make!

Last month I promised to publish a way of using Interrupt Mode 2 even if your Kempston type joystick is connected. Honestly, I had a routine sent in that used a vector table. When I came to write this month's column, I went to my 'pending program' file. Not there! Aarrgghh!! I've turned the place upside down and the routine has completely disappeared. So, if you're the person who sent it to me, please take pity on my plight and send it again.

But now for some of your letters I haven't lost. So, for starters here's a request sent in to me by **Charles Samson** from Dundee. "Help!" he says, "I know how to multiply, add and subtract in machine code, but I don't have a clue how to divide by irregular numbers, f'rinstance 10, 17, 5 and so on." Well, Charles, there are two ways of dividing. One will give you the nearest whole dividend, and a remainder; the other will evaluate the division as a decimal. In Pascal, for example, integers can be divided using the DIV command giving an integer dividend and a remainder, known as the Modulus, while reals (floating point numbers) are divided by the '/' symbol as usual.

In machine code, real division is difficult and is best performed by using the calculator in the Spectrum operating system. Steve Kramer's book, called appropriately enough *The Spectrum Operating System* gives full details of how to use all the calculator functions, together with a program to try them out. To give a simple example, I'll assume that you want to divide two integers in the range 0 to 65535, which you POKE into the four memory locations from DATA onwards, and print the result in floating point form.

```
0000 BC_ST EQU  2D2BH
0010 PR_ST EQU  2DE3H
0020 OPEN EQU  1601H
0030        ORG  ANY
0040 START EXX
0050        PUSH HL
0060        EXX
0070 ;           "Always save
H'L' if using calculator"
0080        LD   HL,DATA
0090        LD   C,(HL)
0100        INC  HL
0110        LD   B,(HL)
0120        PUSH HL
0130 ;           "Just in case
routine corrupts HL"
0140        CALL BC_ST
0150        POP  HL
0160        INC  HL
0170        LD   C,(HL)
0180        INC  HL
0190        LD   B,(HL)
0200        CALL BC_ST
0210  ;          "Both  numbers
are safely on Calculator stack"
0220        RST      28   ;"call
calculator"
0230             DEFB 5,56
;"divide, then end calculation"
0240        LD   A,2
0250        ;         "Prepare to
print to  main  screen.  If A=1,
then print to  lower  screen, if
A=3, send to printer."
0260        CALL OPEN
0270        CALL PR_ST
0280        CALL 16BFH
0290 ;      "Make  sure  stack is
empty again"
0300        EXX
0310        POP  HL
0320        EXX
0330        RET
0340 DATA   DEFW 0
0350        DEFW 0
0360        END
```

You'll easily work out which order you put the two numbers onto the stack. Once you work out how to manipulate the calculator stack, and discover which DEFB's do what on the calculator, you can easily integrate it into your own code. A very similar routine can be used to give DIV and MOD functions. DEFB 50 carries out the calculation X MOD Y and leaves X DIV Y on top of the stack and X MOD Y beneath it. You'd then use DEFB 56 again to end the calculation. To print the two numbers which result, CALL PR__ST twice, printing a space in between.

If you want to use floating point numbers with the calculator, it's quite easy to set a pair of variables to those numbers — in Basic, of course. You'd then have to point HL to the beginning of each variable in turn and get each of the five bytes into A E D C B before calling 2AB6H which puts that onto the calculator stack. Do you remember how I described the use of NEXT1 to point to the beginning of any variable in the January issue of *YS*? Yes? Good! That's how you use variables in machine code, **Jooris Olivier** from Galst in Belgium!

Now for something a bit simpler. **Ahmet Hürbos** from Ankara in Turkey sent in this little drawing program. Try it out. As Ahmet points out, altering the values of x and y will change the starting position. You can put any values (0 — 7) for the border, ink, and paper colours.

```
10 BORDER 0: INK 4: PAPER 0: CLS
20 INPUT  "X  Coordinate  (0  to
255)";x
30 INPUT  "Y  Coordinate  (0  to
175)";y
40  LET  x=x+(INKEY$="8"-(INKEY$
="5")
50  LET  y=y+(INKEY$="7"-(INKEY$
="6")
60 PLOT x,y
70 GOTO 40
```

John Whyte from Dunfermline has been so inspired by reading *Task Force* that he's started to write his own machine code. Good for you, John! Here's a little routine that he's written to see if there are any hidden messages in machine code programs. It's very short, and totally relocatable, so you can load it wherever you want! He suggests that you try it out with *Son Of Blagger*. Have a look at how he uses the carry flag to see if the contents of a memory location are printable.

```
0010            ORG  ANY
0020 OPEN  EQU  1601H
0030       LD   A,2
0040       CALL OPEN
0050       LD   BC,24000
0060 LOOP  LD   A,(BC)
0070       CP   123
0080       JR   NC,NOPRT
0090       CP   32
0100       JR   C,NOPRT
0110       RST  10H
0120 NOPRT INC  BC
0130       LD   A,255
0140       CP   B
0150       JR   NZ,LOOP
0160       RET
0170       END
```

The program will print out a screenful of information, before stopping with the 'Scroll' message. It'll stop at 65280 but with modification it could be made to start and stop anywhere.

A couple of months ago, **Richard Padley** asked about anagrams. Well, Richard, several people have written in with help. Thanks to **Norman Unitt, D Turkhud** and **Mark Orzechowski** from Huddersfield, whose program is the most compact. It'll provide anagrams of words up to seven letters in length. But as Mark points out, if letters are duplicated in the word, then the computer will print out more than one copy of some anagrams.

```
10  DEF  FN  F(N)=N*VAL(("1" AND
N<=1)+("FN  F(N-1)"  AND  N>1))+
(N=0)
20 CLS
30   PRINT    FLASH   1;"Anagram
creation"
40 INPUT "Word : ";LINE w$
50 LET W= LEN W$
60  PRINT   AT   1,0;FN   F(W);"
Anagrams  can  be  derived  from
";W$''
70 IF W>7  THEN  PRINT "Too many
to list here.": PAUSE 0:RUN
80 LET T=0:LET W$=W$+" "
100 FOR A=1 TO W
110 FOR  B=1  TO  W:IF  B=A THEN
GOTO 310
120 FOR C=1  TO  W:LET Z=(C=B OR
C=A):IF Z AND W=2 THEN NEXT C
130 IF Z AND W>2 THEN GOTO 300
140 FOR D=1  TO  W:LET Z=(D=C OR
D=B OR D=A):IF  Z  AND W<=3 THEN
NEXT D
150 IF Z AND W>3 THEN GOTO 290
160 FOR E=1  TO  W:LET Z=(E=D OR
E=C OR E=B OR E=A):IF Z AND W<=4
THEN NEXT E
170 IF Z AND W>4 THEN GOTO 280
180 FOR F=1  TO  W:LET Z=(F=E OR
F=D OR F=C OR  F=B  OR F=A):IF Z
AND W<=5 THEN NEXT F
190 IF Z AND W>5 THEN GOTO 270
200 FOR G=1 TO  W  LET Z=(G=F OR
G=E OR G=D OR G=C OR G=B OR G=A)
:IF Z AND W<=6 THEN NEXT G
210 IF Z AND W>6 THEN GOTO 260
220  POKE   23692,255:   REM  no
scroll message
230  PRINT  TAB  T;(W$(A)+W$(B)+
W$(C)+W$(D)+W$(E)+W$(F)+W$(G)) (
TO W);
240 LET T=T+W+1
250 IF T+W>31 THEN LET T=0
260 NEXT G
270 NEXT F
280 NEXT E
290 NEXT D
300 NEXT C
310 NEXT B
320 NEXT A
330 PRINT TAB 0;FLASH 1; "That's
all'"
340 PAUSE 0:RUN
```

There you are Richard, get typing!

Lastly, **Jon Gajos** from Jedburgh in Scotland wrote in with this modification to **Hildo Qeiroz's** program in the August issue. The idea is that you can make minor modifications to the program you're looking at. There are three special keypresses. Pressing 0 will let you alter the program, pressing 5 will stop listing until you take your finger off again and pressing 1 will freeze the listing until any further key is pressed.

```
10 LET L=23755:LET b=1024
20  FOR   f=0   TO   b-1:   POKE
23692,255: PRINT  L+f,CHR$  PEEK
(L+f) AND PEEK (L+f)>31
30  IF  INKEY$="0"   THEN  INPUT
"Start Address ?";startadd:INPUT
"WORDS ?";W$: FOR Z=1 TO LEN W$:
POKE  startadd+Z-1,CODE   W$(Z):
NEXT Z:INPUT  "Restart  check  ?
";r: LET f=(r-L)+1: CLS
40 IF INKEY$="1"  THEN  PAUSE 0:
GOTO 60
50 IF INKEY$="5" THEN GOTO 50
60 NEXT f
```

You can easily alter the start address and number of bytes checked by changing the values for L and b in line 10. Thanks Jon for sending

That's the lot for this month. Remember to let me have your routines, problems and comments. Send them to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

ALL LETTERS WIN A YS BADGE

YS Adventures



Illustration: Peter Richardson

Best idea of the month comes from **Betty Thatcher** of **Cornwall**, who complains about the lack of average logic in adventure games. Take *Terrormolinos*; you have to get Snargsby out of the wine emporium but, "Who would ever have got on a coach with him anyway," Betty wants to know. "There should be 'choice logic' in games so that problems can be circumnavigated." I think that makes really good sense, except that I would never have gone to Terrormolinos in the first place, and with a child like Doreen I would probably have left home long ago.

Some clues and pleas from **David Ledbury, 82 Wealdstone, Woodside, Telford, Shropshire.** In answer to a recent question asking who or what was 'Svetofor' in *The Fourth Protocol,* he says that it's the Russian for traffic light. He also gives an answer to a problem that's been foxing lots of people in *Ship Of Doom,* how to get the key, and I make no apologies for printing this un-coded as it's one of those solutions you're unlikely to get without help. Provided you've put a battery in the rod, you take the sonic screwdriver and point it at the cover. The command needed to get the key? Why, POINT SONIC, of course. David needs help on *Heroes Of Karn, Lord Of The Rings, Spellbound* and *Knight Tyme,* amongst others, as well as the second part of *The Fourth Protocol.*

K. Mitchinson from **Billericay** asks if there are any POKEs in adventure games that serve the same purpose as those for arcade games. Perhaps not exactly the same purpose, but there are sometimes POKEs for peeking at an adventure's vocabulary, and also occasional cheats and bugs for those adventures where strength is important. I do tend to print every POKE that I get sent, because there are so few of them, and some do allow you to have a bit of extra fun with the program.

Guard trouble in *Heroes Of Karn* for **James Scott** of **Poole.** The answer to this is simple: YENOM EHT MIH EVIG. Drowning trouble for **Wayne Lyster** in *Waxworks,* the cure for which is an aqualung. You'll have to reflect on how to get that, then go N-S-E-W-E-W (and that's not written backwards.) If anyone can tell Wayne how to light up the area through the grid in the washroom, write to him at 25 Merstone Rd, Rowner, Gosport, Hants, PO13 0PB. Wayne also asks if £1.99 adventures are just as good as expensive ones. Some are and some aren't is about all you can say to that. Budget no longer means rubbish, so just read the reviews.

Terry Edwards of **Deptford** decided to introduce himself to adventures with *The Hobbit.* "I thought I was buying an entertaining diversion," he says, "but I find myself with 12 consecutive episodes of *Mastermind* and a copy of *The Times* crossword . . . Is there a solution available anywhere?" Well I'm sure the Ed won't let me get another plug in for my book, *The Adventurer's Companion* (only £3.95 from Duckworths) which contains a solution and maps, so I'd better recommend the book from Melbourne House at the same price, *A Guide To Playing The Hobbit.* A better solution (so to speak) might be to try a more conventional adventure for starters, like *Emerald Isle* from Level 9, who provides complete clue sheets for all its games. This one, in particular, is good for beginners as most early

oblems are logically solved and you can plore a lot of the game to find out what ventures are all about. Terry concludes his tter by saying "I'd prefer no answer to a flip-nt one." What, give a flippant answer? Moi?

Several letters this month about using *The uill* and *GAC*, and I'll happily put people ing these utilities in touch with each other they can sort out how to get the best out of em. **Hugh Neilson** for one, and he's at pper Lealands, Paterson Street, Galashiels D1 3DD. Hugh has a fairly old *Quill*, version 3 he thinks, and wonders what the advan-ges would be in upgrading to a newer version r the adventure he wants to write. Any compatability problems with *The Patch* and *he Illustrator* for example?

Stuart Lord of **3 Crighton Place, Edin-urgh EH7 4NZ** would like to *Quill* an adven-ure incorporating fight sequences with ran-om elements in them, though the manual's a it sketchy on the RANDOM command. Can nyone who's used this help Stuart with the ommands needed in the Event and Status ables?

Brian McKenna says he needs help in a urry on using *GAC* — and he might have got ome if he'd included an sae for a reply. Brian uggests a page of hints on how to program *AC*, though all the questions you ask about ommands are covered in the manual. I sug-est you read through it again, more slowly, nd don't go past a particular page until you're ure you understand everything that's on it. He's also interested in ATTACK and STRENGTH commands, and any *GAC* users (Gackers?) who can help can contact him at 30 Roemill Gardens, Limavady, Co Derry, N. Ireland BT49 9AQ. As to the page of hints, that's not a bad idea, and if enough readers seem to be keen then I'll see what I can do.

Someone who's seemingly conquered *The Quill* is **John Wilson, of 26 Spotland Tops, Cutgate, Rochdale, Lancs.** Flushed with the success of having his first adventure on a recent *YS* Digi'T'ape, El Supremo is now sell-ing his latest himself for just £1.99, and I can fully recommend it. John had been working on this one for a while, under the title of . . . *The Boggit*! Yes, it was a send-up of *The Hobbit*, and you can imagine how he felt when he dis-covered his hero Fergus McNeill had the same title and subject lined up for his own next adventure. Undaunted, the Rochdale Balrog finished his, and changed the title to *An Every-day Tale Of A Seeker Of Gold*. He says if it's not the best adventure around, it's probably got the longest title. You begin the graphics game in very familiar surrounds, and I'm pleased to say that John has a nice line in send-up humour too. Grand Alf arrives and very fetching he looks in his blue denim jumpsuit and Nike trainers. You are Bulbo Biggun, incidentally, and among the other characters you'll meet is Vyril the Balrog, who blocks your entrance to an interesting looking cave which has a neon sign above it saying "Welcome to Benny's Joint." The trolls put in an appearance, but are soon won over provided you've investigated Bulbo's home thoroughly enough. No explod-ing chocolates but there are some other tasty goodies around. I romped around till I encoun-tered the eyes in the forest. I tried to attack them and then thought I definitely had the answer: light up my pipe and puff away, to blind them with smoke. No dice. And no more space either. Just room enough to say that if you send your £1.99 (which includes postage) to John Wilson you'll get a very enjoyable (and tough) adventure to solve.

News

Venture forth with Mike Gerrard

The first adventure's on the way from a new company based in Huddersfield called Powerhouse Software, and this does have at least one difference from other releases by small software houses — it's not written on *The Quill*! *Sanity Man* is a machine code program in which the player is sent to investigate a disturbing and dangerous field of insanity that's growing around an isolated Hebridean island. As you approach the seemingly empty island on your parachute you feel strange sensations and darkness overcomes you. When you wake up, the adventure begins. Set to retail at £3.80, I await my review copy with interest.

Lots of readers ask for news of budget releases, so here's another couple on the way at £2.50 each from Mandarin, who published Time Of The End. *I wasn't overimpressed with that one (even if every other reviewer did rate it quite highly), so as some of you may have bought and enjoyed it that's no reason not to tell you about the sequel,* The Minister For Alien Affairs, *which is out now and the sequel's sequel,* Into The Abyss, *which should be out by October.*

The Minister For Alien Affairs *is probably the first adventure where you get to play the role of a Government minister. (Incidentally, whatever happened to the game based on* Yes, Minister *that was announced several lifetimes ago?) You begin in your Whitehall office and are set the task of dealing with the fiendish aliens who fled to Earth after their planet was destroyed in* Time Of The End. *The sequel's sequel lets you know that you can't possibly succeed in the previous game, as here are the aliens again, this time creating rotating black holes as a means of travel to another universe (and if the first black hole's full I suppose you're told there'll be another one along in a minute.) And all credit to Mandarin for producing a newsletter to keep its customers informed.*

A rather strange news release comes from Level 9 on the subject of Incentive's *GAC*, which it rather condes-cendingly says "seems quite a good product and has been getting some clever marketing of late. Indeed, some people may even have gained the impression that it is equivalent to Level 9's system." Well I haven't seen anyone make that claim, but having set up the comparison themselves Level 9 goes on, naturally, to demolish it by pointing out the superiority of its own in-house adventure writing utility.
I wish Level 9 would forget it and let its products speak for themselves — the best British adventures by far. Incentive's so-called "clever marketing" seems to me to be no more than anyone else does — produce the software, advertise it, send out review copies and generate a bit of publicity with competitions and so on. Nothing clever about that. One thing the Level 9 press release doesn't say: *GAC* can be bought to give pleasure and help to would-be adventure writers; its own system can't.

Players Software is also in the budget market, having released Claws Of Despair *and* Journey To The Centre Of Eddie Smith's Head *at £1.99 each. Keep your eyes peeled for* The Experience, *which, instead of being a multi-location game, is an attempt to recreate a room in loads of detail, allowing the player to search and examine as many objects as possible, and behave as you might do in real life. An adventure in its own right, it also provides an excellent introduction for beginners, to give them an under-standing of what adventure playing is all about. More news when available.*

On to more positive things, and a preview I was sent of a new adventure from CRL called *Dracula*. Before you yawn and turn the page at the prospect of yet another stake-and-garlic tale, let me tell you that this is the first one I've seen that actually goes back to the original Bram Stoker novel of *Dracula*, and adapts it for the micro. The adaptation's been done by Rod Pike, who also wrote *Pilgrim* for CRL, though I believe that was only released for the Commodore 64. *Pilgrim* was distinguished by its lengthy text descriptions, and *Dracula* continues in that vein (if you'll pardon the expression.)

The opening of the adventure doesn't require you to do much more than the obvious (register at the hotel, go to the dining room to eat and so on), but then when the fangs start flying it opens out and is very enjoyable. Full pages of text set the atmosphere marvellously — none of the simple "You are in the hotel" nonsense. No, in this one — "I am in the foyer of the hotel. It is a most intriguing place, adorned with the trim and trappings of mountain life. Deer skins hang on the walls in a rather random fashion . . ."

An equally lengthy review will follow when the finished Spectrum version is available — it's appropriately set for release on October 31st, Halloween, at £7.95.



ADVENTURERS INTER NATIONAL

A truly international bunch this month. But first the furthest afield and that's **Marcio Nobre Mignon** from Rio de Janeiro, Brazil, showing that they do occasionally do something there other than play football. Marcio's having trouble getting Falkor to fly in *The NeverEnding Story*. You have to be in the right place first of all, and that's TRESED EHT FO EGDE NREHTRON EHT. From there you can HTUOS YLF.

Klaus Heinen is at Getreideweg 6, 5000 Köln 41, West Germany, and in addition to a few queries I've sorted out for him, he wants to hear from anyone who can help on *Tir Na Nog*, especially to tell him where he can get the eggs. I hope someone will take pity on a German trying to cope with Celtic mythology!

Yves Borckmans is a Belgian Boggit . . . sorry, a hobbit, and offers hints on *Lord Of The Rings*. To get two jewels: EKAL EHT NI MIWS DLUOHS YRREM. To get past the Barrow-wight: LEWEJ WORHT. To receive a Golden Medallion: SEMIT EERHT YDAL DER OT ON YAS.

Bill Kotaras has been grappling with *Gremlins* in Greece, and has found that a PEEK is as good a way as any of dealing with them. "Merge the loader and delete PRINT USR 24576," he says. Then you run it and start the tape again. When you see the OK message stop the tape and type in the following:

```
10 FOR n = 34240 TO 39664: IF PEEK n<32 or
PEEK n>127 THEN NEXT n
20 PRINT CHR$ PEEK n;: PAUSE O: PRINT USR
24576
```

Christer Andersen of Rorlokken 49, DK-2730 Herlev, Denmark is no idiot, and to prove it he's already a Spellbinder in *The Price Of Magik*, "the best adventure yet to hit the Spectrum." But he does need some help on how to get down to the riverbed, what to do with the glass prism, how to go through the glowing doorway and how to get the talisman. For the first you need to disrobe the Golem, Christer, the second allows you to examine magical properties, for the fourth FLY is useful and the third beats me. So, can anyone save this Dane's bacon? Or have I cracked that joke before?

Per Anders Skytt writes from Sweden to say that he's stuck in *Valkyrie 17*, unable to open the bathroom cabinet, unable to get into Drakenfeld and unable to fly. The first you can forget, the third you should leave till later, and a clue to the second one? Rubbish!

KIND SOULS

To show that these columns actually work in bringing adventurers together, I've just received a letter from **Philip Hancock** of East Ham who tells me that since a mention in the *YS* pages he's met (by post at least) 38 other enthusiasts, and very glad he is to have done so. His own recent successes include *Wizard Of Akyrz, Lords Of Time, Feasibility Experiment*, and both of the *Mafia Contract* programs. Help available with the essential sae from Philip at 144 Charlemont Road, London E6 4HE.

Brian Taylor asked me for some help on *Sherlock*, which I hope has proved useful in proving Ffoulkes innocent, and Brian's willing to help anyone on *Gremlins, Mindshadow, Espionage Island, Lords Of Midnight, The Rats, The Fourth Protocol, The Hobbit, Hampstead, The NeverEnding Story* and *Valkyrie 17*.

The Welsh *Kind* contingent is represented by **Wren Bull**, Ty Loch, Llandarog Rd, Carmarthen, Dyfed SA32 8AP, who's able to help on *Hampstead, Hacker, Bored Of The Rings, Eye Of Bain, Se-Kaa Of Assiah, Holy Grail* and *Espionage Island*. On that last one though, Wren says that he finished it in four hours but without using all the objects, such as the match, the gun, the flight operator or the native woman. Any comments from *Espionage* experts?

From Wales to Wigan, that noble town I know so well (*Obviously not the Wigan I know then! Ed*), and **Sandra Sharkey**, whose successes (with adventures, that is) are too many to list in full, but among the ones not already mentioned are *Ground Zero, Invincible Island, Waxworks, Time Machine, Time Of The End, Spy Trilogy, Planet Of Death* and most of the Level 9 and Interceptor titles. For Sandra's address see *Lost Souls*

Martin Gormley has a list of solved adventures as long as your arm, such as *The Boggit, Marsport, Shadowfire, Fairlight, Smuggler's Cove, Classic Adventure, Golden Apple, The Helm, Rebel Planet, Doomdark's Revenge*, most of Level 9's and several more of the arcade-adventure variety. Address: 51 Walter St, Dennistoun, Glasgow G31 4PX.

Andy MacGregor's successes are even longer than both your arms, totalling well over 100, and his list of less well-known titles is too long to include in full. Some of these are: *Castle Blackstar, Curse Of The Seven Faces, Crystal Quest, Demon Knight, Diamond Trail, The Hollow, Jason And The Fleece, Madcap Manor, Operation Turtle, Orc Island, Pirate Gold, Ring Of Dreams, The Sandman Cometh, Sealed City, Spoof, The Swamp, Theatre Of Death* and about six trillion others. A useful adventurer to know, and he's at 12 Douro Close, Barghurst, Basingstoke, Hants.

Alan Fairclough's already been in *Kind Souls*, as a result of which he's dealt with 59 letters, the furthest one being from Pakistan. He says he's still willing to help, however, on *Lord Of The Rings, Pharoah's Tomb, Greedy Gulch, Magic Mountain, Mountains Of Ket* and *Temple of Vran*. One problem, he says, and this is repeated by **James Elliott**, is the number of people who write in asking for complete solutions to adventures. Try to remember that *Kind Souls* are helping you out of the kindness of their hearts and their love of adventures, and any time they spend dealing with your query is time away from their own adventure-playing. Do try to limit yourself to the one or two problems that are foxing you. I know how James and Alan feel. As much as I like receiving letters and will help as much as I can, my heart sinks when I'm confronted by a list of seven or eight adventures, with several questions on each one. Also impossible to answer are those letters which ask "How do I solve *The Hobbit*?" Aaaargh!

LOST SOULS

The occasional arcade-adventure has crept into the correspondence this month, but I shall pretend I haven't noticed. First is *Finders Keepers*, in which **Steve Burrows** can't get past the Big Puss with no boots. Steve Burrows? Well we all need a hobby! His digs are at 2 Coombe Road, Limehead, St Breward, Bodmin, Cornwall.

Slightly closer to being an adventure is *Redhawk*, and help is needed by **Andrew Sawyer**, 174-d Bradford Road, Winsley, Bradford-on-Avon, Wilts BA15 2HN. He says he's got himself a job in the Trumpet offices as a crime reporter, but can do little else. How do you deal with the supervillains and get information from the other characters in the game?

Paul Thomas of **Carshalton** in Surrey asks how to get past the crevasse in *Ransom*, the adventure included with Incentive's *GAC*. Any help should be sent to me as Paul forgot to include his full address — as indeed did several readers entering the *Great Big GAC Compo*, but if they're among the eventual winners we'll track them down somehow.

Any help at all is wanted on *Castle Thade* by **E. Bennett** at 42a Northcote Road, London SW11 1NZ, and on *Claws Of Despair, Terrormolinos* and *Journey To The Centre Of Eddie Smith's Head* by **David Wells**, 25 The Larches, Exhall, Coventry CV7 9NF.

Sandra Sharkey has got lost somewhere between Wigan and Ithaca, wondering how to get the wax statue in *Return To Ithaca*. If anyone can help then write to her at 78 Merton Rd, Highfield, Wigan WN3 6AT.

How do you get out of the first level of *Espionage Island*? An entire family is having sleepless nights over that one, so help is obviously needed quickly. Send it to **Mrs P. Thomson**, 62 Fingringham Rd, Old Heath, Colchester, Essex CO2 8EB. **Matthew** without a surname is desperate for a drink, and he should be ashamed with an address like his: The Old Vicarage, Broadwoodwidger, Lifton, Devon PL16 0EP. The drink, of course, is in *Denis Through The Drinking Glass*, and I've put him right on that one — I've not met an adventure writer yet who didn't know where the nearest drink was. Campbell, Bridge — drunkards all. But I can't tell Matthew what to do with Ken Livingstone, what to do after he's trimmed a certain person's eyebrows, and what are the magic words to utter to the doctor. Any offers?

Last and by no means least, **Ricardo Mapp** wins the award for being lost in the most adventures at once. How to pass the light beam in *Ship Of Doom*, open the cupboard in *Rifts Of Time*, find the teleport device in *The Traveller*, take the casket in *Smuggler's Cove* and use the Conjurer's response in *Claws Of Despair*. I think you should join Adventurers Anonymous, Ricardo. Kind-hearted readers send your help to 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 0QH.



Bugs by the bucketful this month, which makes you wonder whether any adventures ever get properly play-tested. No apologies for repeating the to-do you get to do with the word 'do' in The Hobbit. This has been featured before, but new variations are always welcome. One in particular from Bruce Phipps of Evesham amused me. After trying commands like NORTH DO and SAY TO THORIN "HELLO" DO, which produced messages about rivers evaporating and chests being dead, Bruce typed in OP DO when in the lowlands and was told that he has just attacked an ailing. (This obviously made it an ailing ailing.) He tried OP DO again to discover that he had now killed the ailing. What on Middle Earth is an ailing, we all wonder.

Next to a letter from Ricardo Mapp, which confirms my belief that you adventurers make these names up when you write to me. Honestly, names like Richard Grandorge and Arthur Dark. I'll be hearing from Gertie Grimoire next. Anyway, back to Ricardo, who, for want of anything better to do, has been journeying inside Eddie Smith's head. A hand grabbed him in the cemetery, a painful experience, and he typed 'R' to Redescribe the location and the program crashed with an 'Integer out of range' message.

Finally a batch of bugs from David Bovill of Pwllheli, solver of 30 adventures but deserver of the Manuel-of-the-Month award for having taped over the six adventures he wrote himself. In Kentilla he found that shooting doors causes a systems reset, while in Colditz if you ask for help in the storeroom you find yourself deposited in the town. David says that he didn't know the Nazis had figured out how to teleport!



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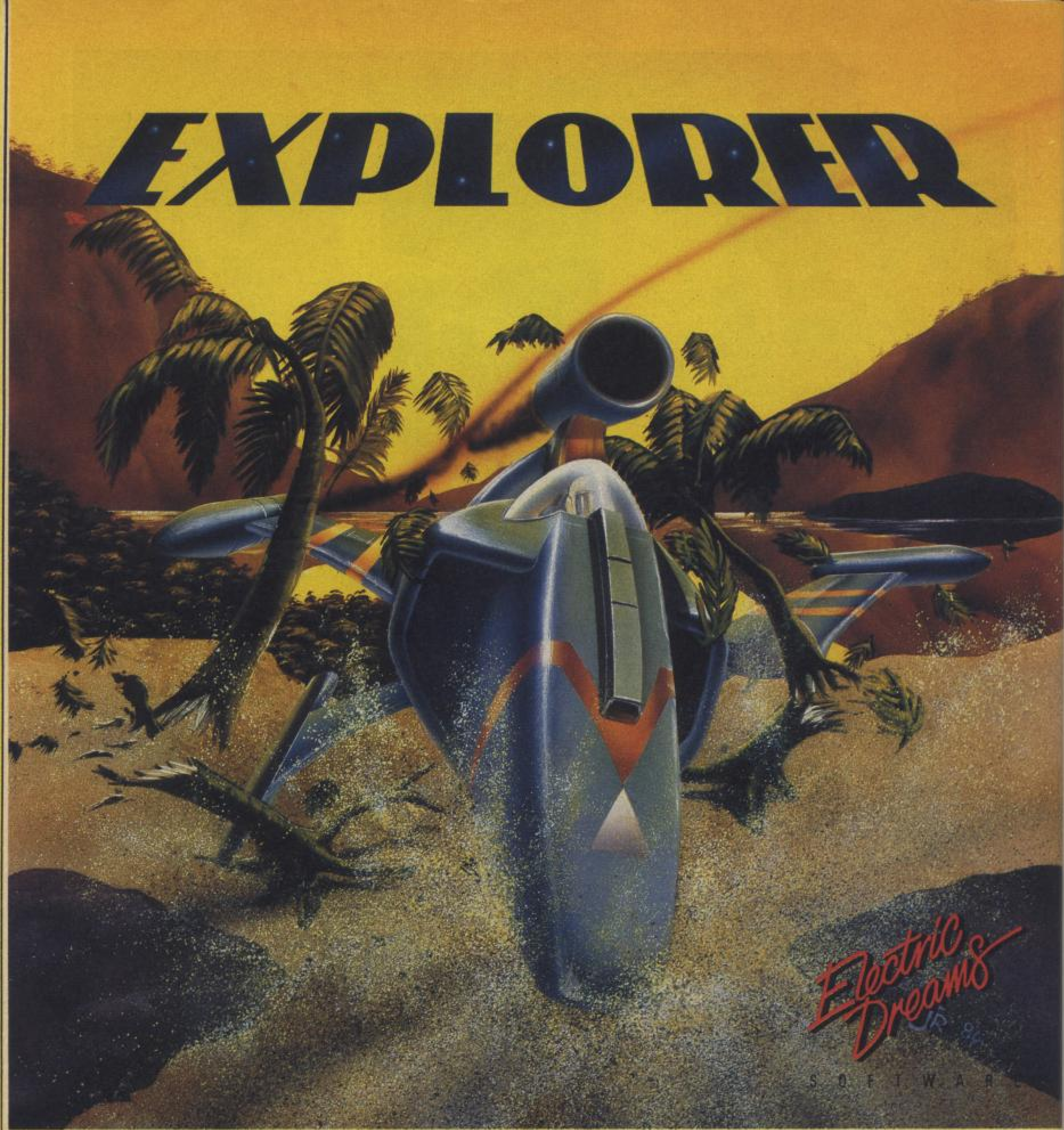
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THE COLOSSAL Clue COLLECTION

"Gis' a clue, Mike", seems to be the unanimous call, so I've decided to shut you up once and for all . . . well, for a month at least, with this colossal collection of clues for twenty different adventures. Some are in response to specific questions I've received and others have been sent in so apologies for not mentioning names to save space.

VALHALLA
Where are the quest objects? Skornir: LLEH NI DRAOBPUC A NI. *Felstrong:* LLEH NI EVAC A NI DRAOBPUC A NI. *Drapnir:* LLEH NI TSEHC A. *Skalir:* LLEH FO SNIATNUOM EHT NI TSEHC A. *Ofnir:* LLAH S'KNARK NI TSEHC EHT. *Grimnir:* YSATSCE NI TSEHC EHT NI.

SEAS OF BLOOD
The route to the Ice Mountain: COR MORF SEMIT XIS HTUOS. *What to do in the galley there:* NWOD OG DNA SLRAEP EKAT NEHT DEAD LLIT ITEY KCATTA. *How to climb the cliffs at Kish:* WORHT OT KOOH GNILPPARG A DEEN OUY. *Suggested route (forwards this time):* LAGASH, RIVERS OF THE DEAD, WRECK, ASSUR, CALAH, KISH, ROC, ICE MOUNTAIN, THREE SISTERS *and* NIPPUR.

EYE OF BAIN
Where is the sword hilt: REWOT DENIUR NI RATLA ENIMAXE. *How to deal with the bees:* TEN WORHT. *How to break the chain on your ankle:* HTAP NIATNUOM MORF ENOTS ESU.

HULK
To get wax: XAW TEG, NI OG, NAF EVAW, TUO OG, SEEB HTIW EMOD RETNE. *Where to store gems:* AERA YZZUF NI. *Can't find anything in field:* CTE GID GID GID, ELOH OG, GID.

INFERNO
Can't get past wind: TSAP LWARC. *Can't get past dog:* ENOTS WORHT. *Can't get past path:* FFATS HTIW REDLUOB REVEL.

GOLDEN BATON
To get past wolf: DROWS HTIW KCATTA. *To get in castle:* EPOR BMILC, EPOR WORHT, MIWS. *To deal with Lizard Man:* ZTRAUQ EVIG.

TIME MACHINE
To get out of quicksand: HSUB BARG. *To get through grassy plain:* ETALP TFIL. *To get in pyramid:* ENOTS EVOM. *To get out again:* TI MAJ DNA REVEL LLUP.

THE BOGGIT
To defeat the trolls: XUL YAS. *The cauldron:* DROWS EHT TEG OT NI BMILC. *Answer to Goldbum's riddle:* NAEPORUE RO NACIRFA YAS. *To kill the beholder:* ETTERAGIC EHT DEEN UOY. *To start the motor boat:* EPOR EHT ESU.

REBEL PLANET
The dispenser: RETAL ELBUORT NI EB LLIW UOY RO ECNO TA PACH TAE DNA RESNEPSID OTNI DRAC TRESNI. *To leave the ship:* EVAEL, HO SSERP, HI SSERP, HCTAH OG, HI SSERP. *To get the laser sword past the customs:* EBUK ETIL EHT NI TI YRRAC. *Arcadian parking space problems:* STEKCIT EVIG. *A use for the wrench:* LIAJ NI SRAB DNEB. *A use for the alloy strip from the cargo bay:* SREZEEWT EKAM OT DNEB.

SE-KAA OF ASSIAH
What to do after pulling hook: NROH DNA SSENRAH, TEKSAC, DOR, REMMAH HTIW FOOR OT OG. *To pass the Black Guardian:* FFATS WORHT DNA DUTS LLUP.

HUNCHBACK
To solve part one: YRARBIL NI SKOOB EVIF PORD. *Objects to take to part two:* NRETNAL TIL DNA DROWS, YEK, XIFICURC, TEN. *Objects to take to part three:* XIFICURC DNA DAEL, TNEPRES DAED, NRETNAL, TEN, GNIR.

THE VERY BIG CAVE ADVENTURE
First bull problem: ON YAS TSUJ. *Second bull problem:* BMOB WORHT. *To kill the snake:* NAC EHT NEPO. *To bridge the chasm:* GOL EHT ESU.

WARLORD
The guard at the causeway: TEMLEH S'GUL RAEW. *To get the helmet:* NREVAC NI LOOP NI MIWS. *Wolves:* TAEM EHT MEHT WORHT. *Guard at Hillfort:* TLAS EHT MIH EVIG.

VALKYRIE 17
To enter Drakenfeld: YELLA NI SNIBTSUD EVOM. *Butcher's shop:* REHCTUB OT XOB EVIG. *Fountain:* NOSIOP ESU. *Pawn shop:* ECALKCEN NWAP. *Password to door:* DLEFNEKARD.

TIME MACHINE
To repair the boat: DAERHT DNA ELDEEN, LIAS NROT, EPOR SDEEN. *On grassy plain:* ETALP RABWORC. *Brontosaurus:* STIUCSIB HTIW DEEF.

TERRORMOLINOS
At the restaurant: SLLIP YMMUT TAE, EGDULS TAE, DOOF REDRO. *At the monastery:* YBSGRANS LLAC DNA WN NEHT SBMOCATAC OT OG. *Wine taste:* ERUTCIP EKAT OT SEBUC DDA.

THE QUEST FOR THE HOLY JOYSTICK
To get rid of Poland Prat: ORCIM CBB ESU. *To use vending machine in maze of twisty little passages:* NIOC DLOG ESU. *How to find gold coin:* RERUTNEVDA ORCIM TLUSNOC.

MINDSHADOW
Rocky cliff: KCOR OT ENIV EIT. *In the cave:* KCOR EKAT DNA PAM ROF GID. *The anchor:* REVAELC TAEM HTIW NIAHC TUC.

KENTILLA
Tylon's chest: TSEHC NEPO NEHT LERRAB OTNI YEK DLOG PID. *Boat sinking:* ECILAHC HTIW RETAW LIAB. *Karush:* EGAC NI RORRIM TUP. *Demonic idol:* DOR NORI EHT TRESNI.

JEWELS OF BABYLON
To deal with the native: HCTAW EHT MIH EVIG. *To deal with the lion:* HSIF EHT TI EVIG. *To deal with the octopus:* RAEPS EHT HTIW TI LLIK.

UNDER STARTER'S ORDERS

After August's plea from **Pauline Cahill** who asked how you play an adventure that "understands all the usual commands" if you've never played an adventure before, comes a similar request from **Mrs M. M. Whaley** of **Manchester**, who says I'm her last hope. Fed up of getting answers like "Huh?" and "I do not understand," she asks what words she should be typing in. Well, the usual ones of course!

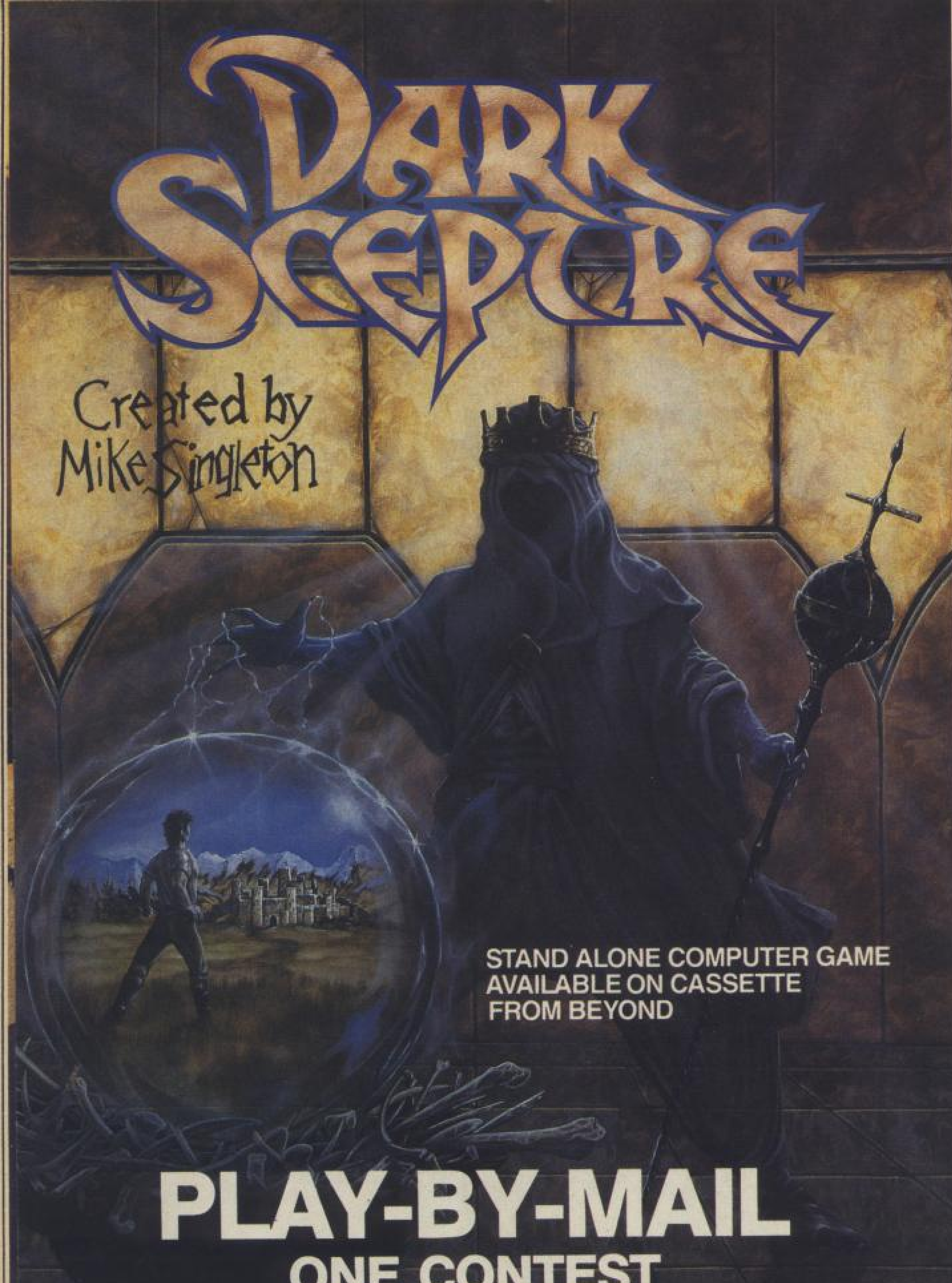
Movement commands are straightforward, a simple NORTH or N being all that's normally needed. Very few adventures ask you to type GO NORTH. If you're not told exits in a location, don't forget to try NE, NW, SE, SW, UP and DOWN as well as the four obvious ones. If there's a door, a window, a tunnel or anything along those lines, try GO DOOR, ENTER DOOR, OPEN DOOR, EXAMINE DOOR, GO THROUGH DOOR, IN, OUT as well as the compass directions to see if you can pass through to another location.

In most locations the command LOOK will usually either print out the location description again, if it's scrolled off the screen (due to all those "Huh?" messages), but it will sometimes reveal to you exits and objects not initially visible. LOOK can also sometimes be typed a second time to reveal even more. REDESCRIBE is also often used to print out the location description again.

GET and TAKE will allow you to pick up objects, and you should examine all objects to see if it tells you anything new or interesting about them. SEARCH is another common word, again to reveal new objects or exits in a location.

INVENTORY or LIST will normally tell you what you're carrying, and you should always try HELP and SCORE as well. SAVE or SAVE GAME should save your position, and LOAD, LOAD GAME or RESTORE allow you to load it in again. It's always fun to try a certain four-letter word, too, though don't blame me if the program crashes on you. No sense of humour, some programmers!

If you encounter characters, try the verbs SPEAK, SAY, ASK or TALK to see if you can communicate with them, and often a simple HELP BEGGAR will work as well. These are the more common commands — any of the more experienced readers want to add a few to them for the benefit of beginners?



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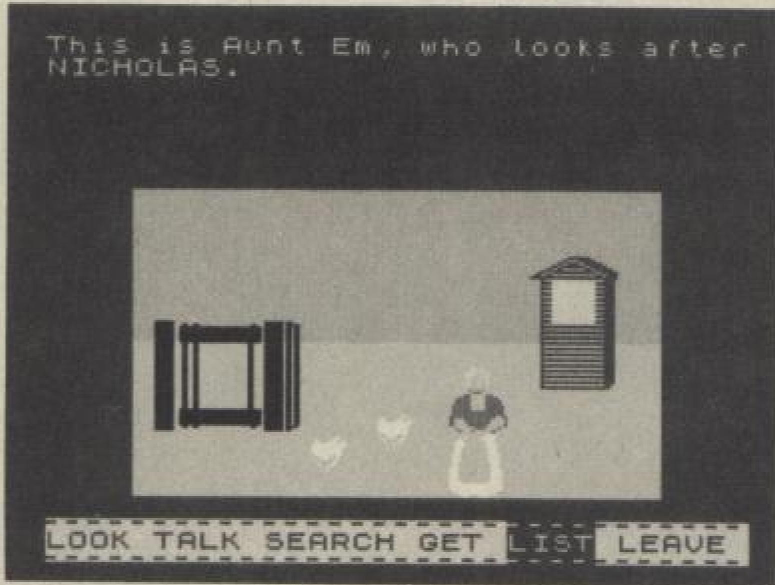
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RETURN TO OZ



Who is Vera Cruz? You may well ask. In fact, it's a case of who was Vera Cruz. As soon as you load up part one of this two-part adventure you'll get a screenful of Vera lying sprawled across the floor, a pool of blood oozing from her and making a right old mess of the Axminster.

And you, mon brave, are naturally the intrepid detective who has to investigate the death of Vera Cruz and decide whether it really is a case of suicide, as the note found beside the body suggests. The death takes place in St-Etienne in the Loire region of France, where a case of wine is infinitely preferable to a case of murder. But as a newly appointed detective sergeant in the Crime Squad, you can't neglect your duties and off you go to investigate. Its 8th August 1986, and the discovery of the body has just been reported by the caretaker of the Forest apartment block, where Vera Cruz was a resident.

Part one consists of just the single screen showing the scene of the death, and to avoid touching evidence you must make use of a camera to photograph anything that catches your eye. This is done using the cursor keys to move the viewfinder about the screen, and pressing Space to take a snap. You then get a close-up of anything interesting you happen to find. Some things are obvious, like the suicide note and the gun, and others are slightly hidden. For example, you'll need to pay attention to at least one of Vera's extremities — no, not those, you fool. And don't neglect the shadowy areas either. Once you're sure you've covered everything, press ENTER to conclude your investigation and load part two.

This is where the story really starts. Now you have to piece together clues and try to find out what you can do about the life and death of Vera Cruz, using the sophisticated Diamond Computer Network of the French State Police Force. The terminal is shown on the screen, and pressing 'M' allows you to key in any messages you want to send.

Pressing 'P' will give you hard copy on your own printer, 'C' allows you to compare evidence and 'E' to carry out various examinations, such as fingerprinting or calling for an autopsy report. 'A' awaits for when you're ready to make an arrest.

Whether the game has the complexity of *The Fourth Protocol* remains to be seen, but after finding out a little about Vera, the gun that killed her and the cartridge found near her body, I'm intrigued to know more about the strangely elusive names, addresses and phone numbers discovered in her diary. Who is Nadine Lafeville, and what goes on at Eva's transport café? Screen presentation might prove to be a little boring after a while, as everything takes place at the computer terminal. But for those of you who fancy yourselves as Maigret rather than Inspector Clousseau, you should enjoy investigating the seedier side of French life.

Graphics / Text / Value for money / Personal rating — 5

FAX BOX
Title................ Return To Oz
Publisher......... Kids/U.S. Gold
Price £7.95

THE VERA CRUZ AFFAIR



Ding-dong, the witch is dead...but that didn't stop Walt Disney making a sequel to the classic film, *The Wizard Of Oz*, now turned into a graphic adventure on US Gold's new 'Kids' software label. It requires no text input from you whatsoever, just the ability to read and cope with the use of three keys on the keyboard. The options available to you at any location are always LOOK/TALK/SEARCH/GET/LIST/LEAVE. Pressing SPACE highlights each option in turn, ENTER selects an option and CAPS SHIFT acts as a cancellation key should those grubby little fingers slip. The only option that probably needs further explanation is LIST, which shows you everything that you're carrying and gives you a sub-menu allowing you to DROP something, USE something, or return to the main menu.

Your own return to Oz is the first aim of the game, as something tells you that the friends you left behind there (like the Cowardly Lion and the Scarecrow) are in some kind of trouble. You need to find your red slippers to transport you to Oz, then sort out the trouble when you get there.

Each location is depicted in rather disappointing simple graphics, with the text above and options beneath. You can only select an option if it's actually relevant to the people or objects in the picture. For instance, you begin in the farmyard with Aunt Em and a few hens and chickens. Selecting TALK will cause Aunt Em to flash (so to speak) as she's the only one you can talk to there, while LOOK or SEARCH will have different items flashing. Searching will uncover any hidden items, allowing you to GET them if you wish. Solving the small problems you come across is done by using the objects in your inventory, and if an object is of use in a particular place then it will flash — no flash means you've got nothing that's useful and you need worry no further.

This does tend to make problem solving rather easy, the only thing you really have to do is make sure you've used all the options in each location, some of them twice. To LEAVE a location isn't simply a case of automatically moving on to the next one, as the various exits available will also flash in turn, and a simple map will need to be kept as you move about.

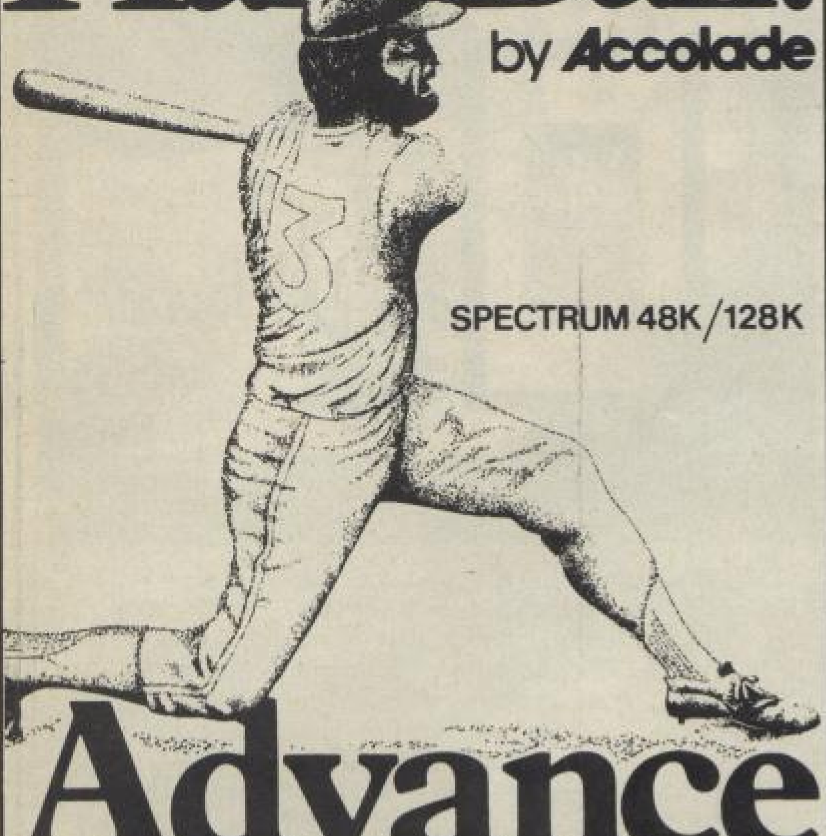
This is a difficult game to assess, as an adult will speed through with no trouble at all, but then it isn't aimed at adults. I've a feeling, though, that younger children will find the 'simple' approach to adventures not quite as simple as all that; sometimes it takes several presses of the SPACE key to make the flashing indicator move on to a second or third object in a picture, and that could cause confusion. It's also a shame that the layout of text on the screen hasn't been properly done either, with stray commas and full-stops wrapping round onto separate lines. There's fun to be had from the program for fans of the magical land of lions and tin men, but I think 'kids' deserve better than this.

Graphics / Text / Value for money / Personal rating — 8

FAX BOX
Title......... The Vera Cruz Affair
Publisher................ Infogames
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OLÉ TORO

Americana/£2.99

Phil The opportunity to say that a game is a load of bull comes once in a lifetime, so far be it from me to pass up such a gift. I dunno why (I must've forgotten T'zer's birthday or summink) but it has fallen to me to experience the first and, if there's any justice, the very last bullfighting simulation. When you're writing a game, especially a budget one, it must be very easy to get so absorbed in the graphics and animation that you forget that some poor berk will want to play it. In order to play *Olé Toro*, the said berk would have to have eight fingers, half a brain and the co-ordination of a cross between an air-traffic controller and a gibbon.

For a start, there are too many keys to press. You can turn, attract the bull's attention, pass (flip the cape), picador (whatever that means), banderilla jump, thrust (well he is Spanish), and matador (something you wipe your feet on?). All these keys, when pressed, seem to have the same effect, causing arbitrary jerks and spasms of your puny little toreador, most of which result in him being casually flipped into the air and trampled by the character scrolled bull sprite. If you think this sounds awful you should play it.

It's boring, it's slow, it's painful, it's confusing . . . in fact it's all the things about real life you play computer games to avoid. Budget games have come on in leaps and bounds recently, some competing on level ground with the best full price games, and in one or two cases getting to the top of the charts. So in the light of this fact, there's no excuse for this kind of unplayable and badly conceived rubbish.



Graphics / Playability / Value for Money / Addictiveness — 3



FORMULA ONE SIMULATOR

Mastertronic/£1.99

Phil Hmm. A driving game for under two quid? Okay, I'll play it. It can't be *that* good. (Brrrmmmmmm Screeeeee brrrr clank brrrrrr screeeee brrrmm!!!) Hey, that wasn't too bad. Let's take a closer look.

I was a bit worried by the bit in the instructions which suggested that in order to "help you get the feel of the car" you have to "use a sellotape tin or similar object" and "position it on the top row of keys". Whaat! Well, ignoring the obvious charm of fixing stationery leftovers on my keyboard, let's press on to the game itself. You have a choice of ten world famous tracks to choose from, automatic or manual gearbox, and wet or dry conditions. You also have the option to merely practice or qualify/race. This means you can either pootle around the track if you're not very sure, or belt round in record time like a real pro. The graphics are not all that brilliant, using the crushingly awful green, white and cyan combination to truly terrible effect for the grass, track and sky. That being said, they don't clash that much, and I s'pose they do the job. The gameplay is the usual stunt of making it round the track as fast as possible without driving into the obituary columns. 'Cos the track is white against green, it's a bit hard to tell that you're actually moving at all, until you hit a curve at 140 mph, but once you get the hang of that it's quite exciting. Having more than one life would be a benefit, but I guess that steps up the pressure to make you be more careful. My only other criticism is that although you can see your arms on the steering wheel and the front of your car, they don't move when you steer, and this would have been very easy to do.

All in all, this is a cheap and cheerful alternative to some of the more expensive driving games. Squealing good fun.

Graphics / Playability / Value for Money / Addictiveness — 7

BOMBSCARE

Firebird/£1.99

Chris Somewhere on the icy wastes of the planet Neptune lies a research station. Inside the station an alien enemy has planted a huge timebomb and the base has been evacuated. It's a job for the bomb disposal man, or in this case the bomb disposal robot. You've got to guide your faithful defusing machine around the station to deactivate the bomb before it goes boom and puts Neptune firmly in the asteroid belt. To keep you company on your quest the aliens have left behind a whole host of nasties that'll deplete your energy should you be unlucky enough to run into one.

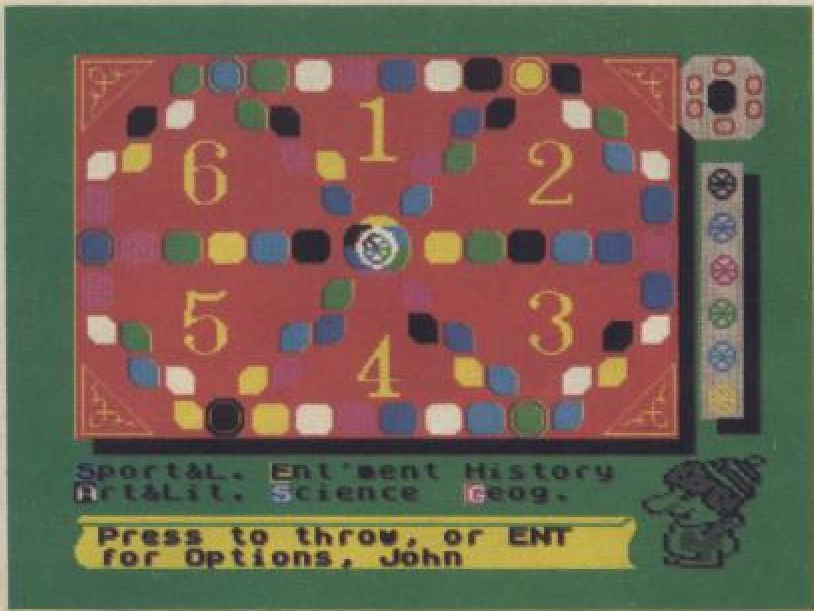
To make the bomb completely harmless you have to lay your hands on some bits of equipment scattered around the station. There are also other useful objects which enable you to recharge your energy and firepower plus a few other things into the bargain. The teleport system helps you gad about but you're going to have to work out how to use it yourself.

Screen display is in nifty isometric 3D, your robot's status shown at the bottom. Controlling the robot can be a bit tricky at first as it uses the rotate and move method and it's all quite realistic too. I had a distinct tendency to overshoot doorways and the like. To make it even harder the baddies don't just lay down and die gracefully when you zap them — they simply reappear moments later.

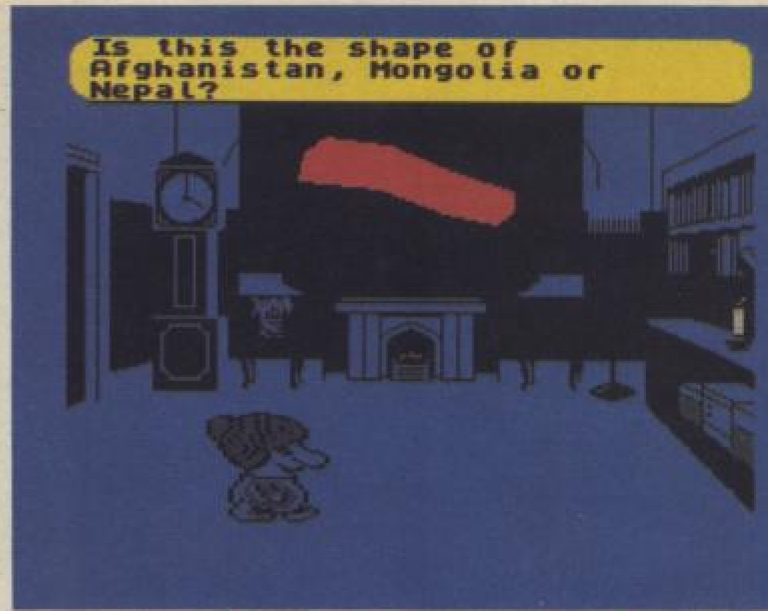
Graphics and sound are nicely presented, even down to the little brush that appears before you've had time to draw your last breath after being blasted to sweep up your remains. All in all, a well put together and challenging arcade adventure.

Graphics / Playability / Value for Money / Addictiveness — 7





Here it is, the best selling game board . . . more or less. Somewhere along the line the wheel went a trifle flat, but the information's still all there. Only it takes a bit of searching to find it at times.



TP in the trivia room. The animated bore wanders in and the questions appear at the top of the screen, with music or an illustration, if that's relevant. Note the candle, which burns down as the time passes.

TRIVIAL PURSUIT

Domark/£14.95

Gwyn "'Ere," said Ed, "We all know your favourite pursuit's Rachael, and you won't get more trivial than that, so cop a load of this!"

Actually, I have a soft spot for this particular game, even if it is the numero uno yuppie pastime. There's something so satisfying about knowing the names of the 1922 Accrington Stanley Soccer Squad, when all around you are struggling to remember who knocked England out of the '86 World Cup, with his hand (some of us will never forget... nor forgive!).

But back to the review. Quizzes have a fairly consistent history on the Spectrum, ranging all the way from the bad to the mediocre and back again. One of their worst failings is that they become mere tests of your key tapping ability. All that typing and you lose your points, just because you hit the wrong letter.

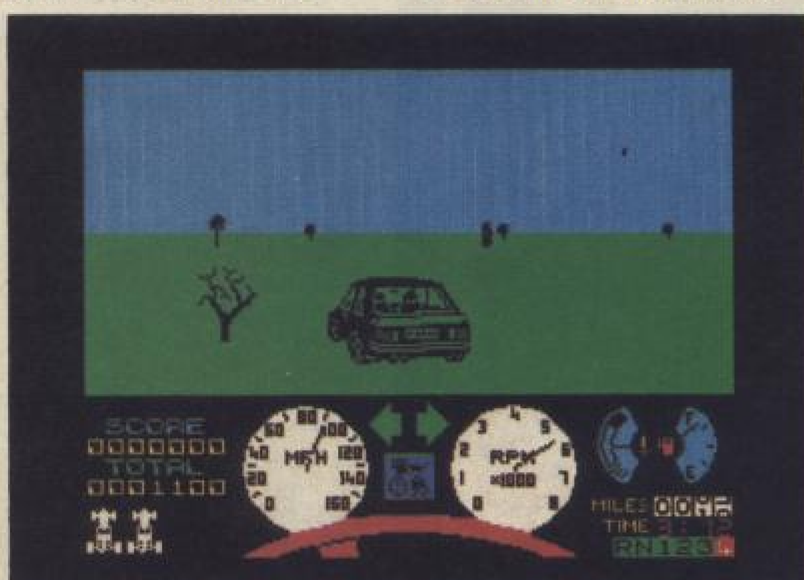
Domark has found a way round this. The computer displays the question, then the answer, and asks you if you were right. Providing you're not schizophrenic enough to cheat yourself, it's a neat solution to the problem.

Of course it does make *Trivial Pursuit* ideal for group play but near useless for individual outings, despite the suggestion that you should play yourself against the clock. So gather family, friends and the rent collector round the TV set and prepare yourself to meet TP!

TP, who he? Surely not

NIGHTMARE RALLY

YOUR SINCLAIR MEGAGAME



Ocean/£7.95

Phil Vvvvvvrrrrroooommmmm! Scrrrreeeeeeeecchh!

Wow. Worra burn-up, rubber fans. You thought you'd played some good driving games in your time? Well, think again, wheelspinner! *Nightmare Rally* is fast, fresh and furious. Speeding across country in your highly tuned rally car (looks like a Golf GTi to me, but what do I know?) you're setting off on a race against the clock. There are trees, there are huge mounds of earth, there are great stonehengy things . . .

There are a *lot* of permutations of these obstacles, and a lot of different road surfaces to contend with, all at tremendous speed. When you hit the mounds of earth, oooo-eeeee! It's the *Dukes Of Hazzard* all over again. How is this much excitement possible on the humble Speccy? How does it compare with such tricky old standards as *Pole Position, The Great American Road Race,* and *Full Throttle*? Not bad. The car is really well animated and drawn, as are the hordes of trees and stuff hurtling past you.

As a driving game, it's brilliant. It requires snappy reflexes and not a small amount of planning; as in real rally driving, foreknowledge of your route is invaluable.

It's easy to play, très quick and v. good fun. It does make a change to play a fun game after all the megaserious concentration games or brainless shoot'em ups. Highly recommended.

Graphics
Playability
Value for Money
Addictiveness
9

THINGY AND THE DOODAHS

Americana/£2.99

Max *Thingy and the Doodahs?* Yeah, it's one of them cheapie wotsits based on whatyamacallit-type game. Usual sort of blobby things legging it round a vast number of rooms. You've got to trog round avoiding them and collecting the jobbies scattered about. And all with only one more life than the average cat.

But wait a mo . . . this one's triff! You'll need every trick in the book because programmer Mike Smith (no relation?) has used every one in his.

Talk about split-pixel positioning — you often need to nudge right up into the attribute space of a killer baddie before you can make a dash past it. And some of the rooms require you to move at

'Troubleshootin' Pete? No, this TP is a thousand times worse. He's an animated wotsit with a selection of hats, who walks on and asks questions. TP, we soon decided, stood for Total Pain, so we switched him off. He's just the sort of addition that the game doesn't need.

Luckily the program caters for a wide variety of personal preferences. You can set a time limit for answering questions, from five seconds to nine minutes. You can have sound effects. You can kick players out of the game or pause while one of them slopes off to make a cuppa. And, of course, you can load new sets of questions, though there didn't seem to be too much repetition with the default set. All these choices are made through a simple-to-operate menu system.

At heart, *Trivial Pursuit*, the computer game, is still a chase round a wheel-shaped board, picking up wedges at the intersections before racing back to the centre. Answering a question correctly, the category decided by the colour of the square you're on, gets you another go.

One thing that the computer can do that a bit of cardboard can't, is set visual and musical questions. These add something to the game, though I'm not really convinced that identifying a tune played backwards is quite true to the trivial facts philosophy.

As to the board, it's something of a psychedelic nightmare. Obviously, so many colours in such a small space wasn't going to be easy on the Spectrum, but I can't believe that this craziest of crazy-paving is the best Domark could do. It almost gave me a migraine looking for my playing token!

Only one token appears at a time, which helps a little, but also takes away some of the feeling of the chase. In fact, I always think that board games lose out when there are no nice pieces of card and bits of plastic to push around.

Perhaps I'm just nit-picking, because *Trivial Pursuit* is still fun in this incarnation, and compared with the real thing it's cheap. But I'm not sure that the addition of sound and visuals are enough to persuade me to leave the battered box with its dog-eared question cards in the cupboard.

Graphics
Playability
Value for Money
Addictiveness
8

incredible speed as well as with super precision.

But the mix of easy-peasey, fiendishly difficult and downright impossible is really well balanced to get you started quickly and then keep you glued to your set for days. There's 64 so-and-sos to collect, of which you need 60. But they're scattered through over 200 rooms, including an extensive forest maze. So rest assured this ain't no ten-minute wonder.

As the title might suggest, the plot's a teensy bit weak and the vaguely plausible rooms rapidly degenerate into sub-*Jet Set Willy* humour and complete weirdities. There's even a little moralising; a 'Drugs' room full of 'Say No' signs, that leads, among others, through 'Driving Drunk' to 'Killer Fags'.

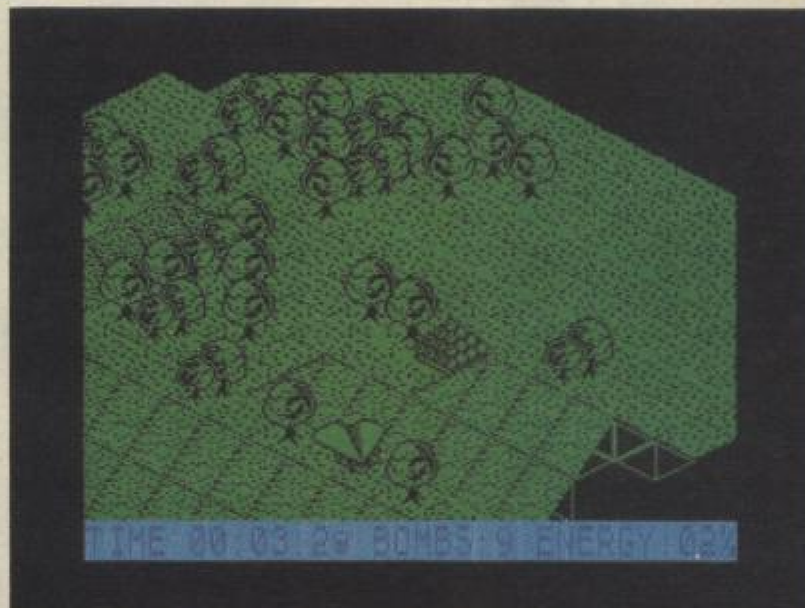
This last one's a toughie — the fag packets littered around are lethal (unlike the background graphics in other rooms) and the only exit throws you back into the path of a hypodermic in 'Drugs', where you'll soon get the point!

Okay graphics, okay sound, okay with a joystick (better with a rubber keyboard) and about as original as sliced bread but utterly addictive, incredible fun and a steal at £2.99. Well worth a thingimajig . . . dooberries this juicy don't grow on trees you know.

Graphics
Playability
Value for Money
Addictiveness
6



GLIDER RIDER



Quicksilva/£8.95

Tommy You just can't go by appearance nowadays. The lush tropical island setting of *Glider Rider* turns out not to be inhabited by friendly natives knocking back the Um Bongo but by the evil Abraxas Corporation — international gunrunners, terrorists supplied at competitive rates. And the trees and grass aren't adding an awful lot to the ozone layer. Polythene and nylon, the lot of them. What about all the buildings then? Club Mediterranée? Power plants and nuclear reactors!

Much the same goes for this game. I nabbed it as soon as I saw the first screen shots. The 3D graphics are excellent, if a little repetitive. And the idea of taking part in a mission designed to destroy the nuclear reactors appealed. As did the novelty of riding round on a motorbike that turns into a hang glider when you drive down hills. But like the biz about books and their covers, so you can't judge a game from its screen shots.

Glider Rider just never gets off the ground. For starters, if our secret agent wants to get up any sort of speed he'd do better swopping his Kawasaki with *Paperboy*'s pushbike.

And no wonder hang gliding's got itself a reputation. It's downright suicidal if this is the sort of control you have. One moment you're pushing the joystick forward on a stairway to heaven, the next you're stuck at the top of a polythene poplar. The perspective's all wrong. If only the programmers had bothered to put in a proper scroll instead of paging from screen to screen. And it's doubly difficult when you come to drop your regulation hand grenades to destroy the enemy targets. Not that they ever explode anyway so it hardly matters.

The most frustrating thing of all though is that the game never lets you get to grips with it. It took two minutes to suss out how to take off, another two to go all the way around the island and that was as far as I got. As soon as you're airborne and within spitting distance of an enemy installation, the guns open up and drain your energy so fast it's impossible to do anything but die. And unlike your supply of hand grenades, there's no way of replenishing your energy. Curtains.

Glider Rider's a bit like the island it's set on. Looks good from a distance, lacks real depth.

Graphics
Playability
Value for Money
Addictiveness
5

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VIRGIN ATLANTIC CHALLENGER



Virgin Games/£7.95

Chris Oh joyous day! Oh rapture unforseen! The lovely T'zer rang me today. This can only mean one of two things - she's decided that I'm the most desirable hunk ever to walk this planet or she wants me to do some games reviews, and so to the latest release from Virgin Games (Sigh).

It couldn't have slipped your notice that a few months ago Richard 'Keep Britain Tidy' Branson, Le Grand Fromage at Virgin, succeeded in crossing the Atlantic in a powerboat and swiping the coveted Blue Riband *(Er... isn't that a margarine? Ed)*. What better than to devise a fun simulation of Richard Branson's part in this exciting and dangerous event. I can think of a few things. After I spent half an hour trying to get more than a few nautical miles from America I was left feeling a bit like Simon Le Bon and had to check my dictionary for the definitions of 'fun' and 'simulation'.

You start off in control of a very bizarre looking Richard Branson sprite that has to run along a corridor inside the boat checking and adjusting the status of various items of the ship's equipment. For instance you have to regulate the speed of the engines to stop them blowing up and check the map to make sure you're keeping on course. You've also got to keep stopping so you can feed the ever hungry Richard, otherwise his manic movement slows down to positive catatonia - it's worse than having a newborn sprog.

Hazard warnings'll sound at alarmingly frequent intervals to tell you to climb up the bridge and set a new course to avoid piling your lovely vessel into an iceberg or other stationary object. As if all this wasn't thrilling enough (yawn), you're not allowed to forget that the curiously misshapen sprite you control is the head of a global business empire since the telex chirps every now and again to request that you answer some crucial question of corporate policy. Now I know the Virgin empire covers many areas but some of the things I was required to do were absurd. Did I want to buy the Eiffel Tower and did I want to release a film called 'Cheese', being two of the more sensible ones. Pretty crucial stuff alright. Failure to make the right response could plunge Virgin into financial crisis.

About the *only* redeeming feature of the game was the fact that the graphics of the boat were virgin on brilliant, well they looked nice anyroad. Luckily for the crew on the real voyage they had the constant drone of the engines to keep them awake - anyone playing this game will have to find their own methods.

I can only think of one reason why this rather disappointing game has actually been released at all - racy Richard during the voyage must have given the wrong answer to the crucial question, 'Should we release this game?'

Graphics
Playability
Value for Money
Addictiveness
4



Mirrorsoft/£9.95

Chris I reckon it's probably easier to fly a bloomin' great aircraft than a flight simulator. At least the controls are simpler and you get the feel of what you're doing wrong, like nose diving towards the earth faster than the speed of a C5! Despite all this, Mirrorsoft has managed to produce a simulator that's both easy to use and fun to play and also managed to incorporate a lot of extra gameplay alongside it.

The Harrier jet, the hero of the Falklands war, is a sophisticated plane that sports a unique vectored thrust system whereby the plane's jet nozzles can be swivelled through ninety degrees to allow the plane to perform some pretty nifty manoeuvres. All this is faithfully reproduced in the game — if you get in a heavy dogfight you can suddenly shift the direction of the engines enabling you to flip behind an enemy and get him firmly in your sights.

Screen display is split in two, your view from the cockpit occupying the upper part and the control panel the lower. There's also a Head Up Display, that gives you status information so you don't have to take your eyes off the enemy to see where you're going. The animation is fast though a little jerky but that isn't surprising when you consider the program is carrying out a complex battle sequence at the same time.

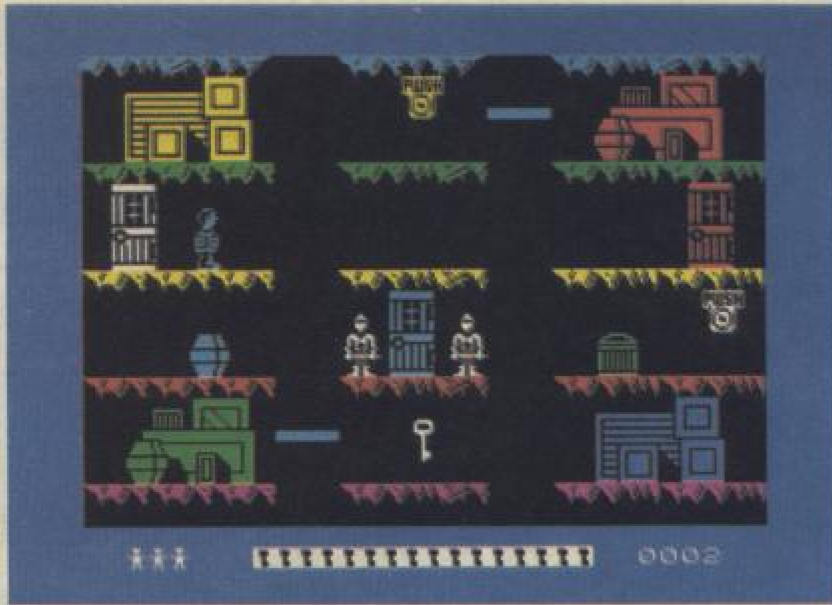
Once you've managed to avoid splattering yourself into the ground at every take-off you can then embark on your mission to destroy enemy headquarters. To do this you must defeat both tank and aerial attacks and leapfrog towards HQ, setting up ground support stations as you go. Fail to defend your own bases and you'll lose your only method of refuelling and rearming.

As with all simulators, it'll take you a while to get handy with the controls but once you have you really will be flying high!

Graphics
Playability
Value for Money
Addictiveness
8

STRIKE FORCE HARRIER

MOONLIGHT MADNESS



Bubble Bus/£7.95

Pete Hmmm, don't like the title *Moonlight Madness* much, howzabout *Daylight Robbery*. Catchy, ain't it?

What makes this game even more amusing is that it's the first I've seen so far to receive the Sinclair Quality Control stamp. From now on I'll take it as a signed, sealed and delivered death warrant. This is truly dreadful.

The traditionally weak story line goes as follows. You play a lost boy scout who's wandered up to the mad professor's house. The prof himself answers the door and then promptly has a heart attack, gasping that you must find his pills, that are in the safe, that can be opened by the sixteen keys, that are scattered around the house, that also needs a combination, and the staff in the house are none too friendly to strangers. Take my advice, let him die!

Either this program is written in compiled Basic or the programmer is only up to the half-way stage in a Tim Hartnell classic. The . . . movement . . . is . . . very . . . jerky . . . and has a tendency to stop

at infrequent intervals for no particular

reason at all. The programmer hasn't used masks on any of his sprites either, so when you or one of the prof's henchmen walk past anything, it's obliterated. Plus, it's very slow and sluggish and surely by now platforms are a little long in the tooth for full-price games?

Included in the features is a standard redefine keys option. Unfortunately, you can't redefine all the keys. Try the popular left/right — A/S and you'll find that you keep saving the game and entering doors you don't want to while walking. Très confusing.

Maybe Bubble Bus had a touch of Moonlight Madness when it picked this one for its new release.

Graphics
Playability
Value for Money
Addictiveness
6

Elite/£7.95

Rachael 1942 — almost my IQ. Also a machine that inhabited a pub I used to haunt. Though it looked fun, somehow I never actually tried it. Now at last, here's my chance to experience Hell in the Pacific... or rather, in my own front room.

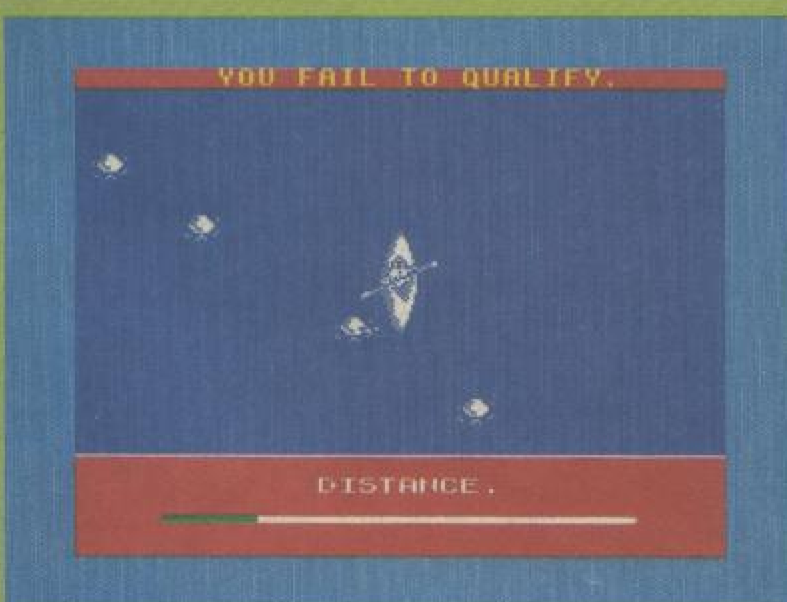
Let's just say that as arcade conversions go, this one doesn't have the most sophisticated plot. It's only about one step up from *Space Invaders*. The enemy has a variety of flight patterns, but in the long run it comes down to one simple philosophy... shoot everything that moves!

With the squabble in the South Seas hotting up, the USAF calls on you to boldly go where no-one else is mug enough, into the heart of the enemy forces to waste their war effort. There you'll find installations that you can instil with the fear of God as you fly over them. They're defended by every type of aircraft under the Rising Sun. Yes, this is really one for the plane spotters among you!

You'd better harbour thoughts of revenge for Pearl Harbour, because these are the oriental airforce's finest officers pledged to die for their country. You'll be flying by the seat of your cami-knickers if you're going to avoid these kamikaze kowboys.

Still, there are always the POWer capsules to help you avoid becoming a POW. You can pinch these projectiles when you shoot up certain planes, and they'll give you extra guns or maybe act as smart bombs, if you're smart enough to grab 'em in time.

What makes your progress across the scrolling seas of



OLYMPIAD '86

Atlantis/£1.99

Rick Seeking stimulation from a simulation? I'm afraid you might be struggling with this one! A little late for Los Angeles and somewhat soon for Seoul, Atlantis reckoned on hitting the market whilst there was no opposition. It reckoned without Mastertronic's *Video Olympics*, though that's not the hottest thing to hit your joystick, either.

Olympiad '86 is a sports simulation of a cross section of Olympic events — canoeing, 200 metres sprint, weight lifting, discus and the now compulsory skeet shooting. Why's everyone got it in for skeets, that's what I want to know? When was the last time a skeet got up your nose? Unfortunately, though, *Olympiad* is a simulation of other simulations — start at *Daley's* and work down.

The game gives you your money's worth in terms of numbers of screens, but as to their quality and just how much is used on game play — well, I've seen more wit, action and invention on the TV test card. It's not joystick compatible and only has single player facility. You have three lives and you lose one each time you fail to reach a qualifying standard. Lose all three before completing the canoeing and you have no chance of being in the medals. There's a (marginal) points system, though, which allows competition with your opponents even if you don't reach the gong show.

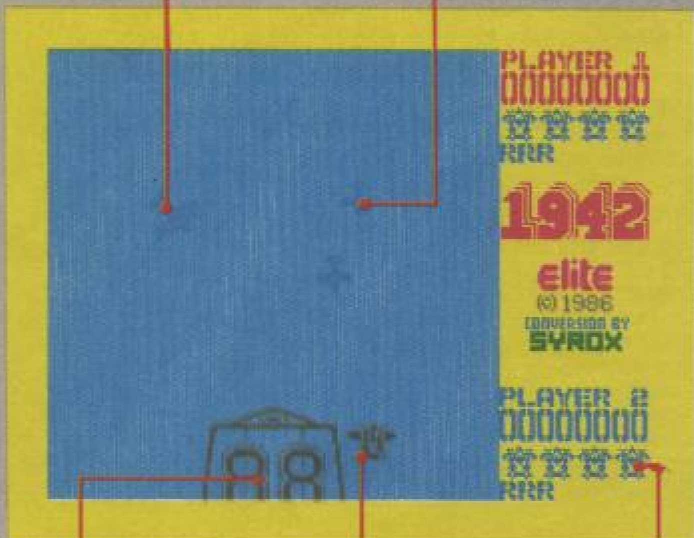
Arsenal fans alone might spy some excitement in this farce. I certainly didn't!

Graphics
Playability
Value for Money
Addictiveness
3

1942

The bigger the plane, the more shots it can take before it blows. This one swoops in and glides around, before flying out the bottom of the screen. Prepare to move around and let him have it.

This is a duck shoot. Don't get in their way, and one shot will knock them out. But once you've destroyed enough of them they'll turn round to make way for more ferocious forces.



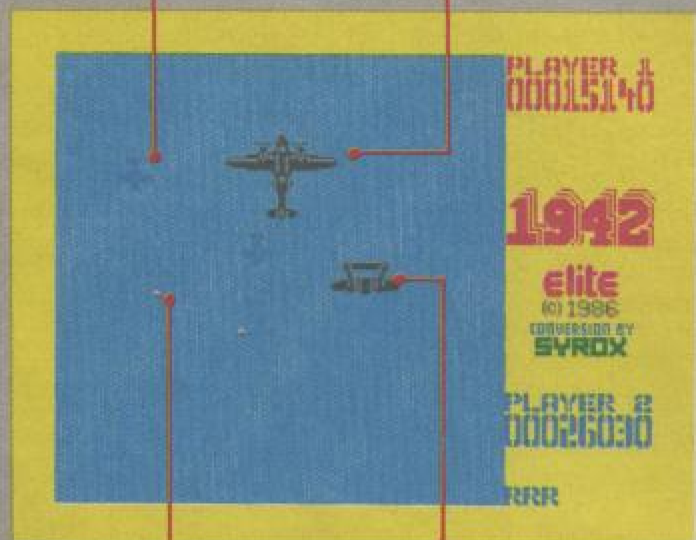
The sharp end of the aircraft carrier. This is where your missions start and finish. Coming back alive rolls up a healthy bonus. Bring your dog back alive and he gets a bonus too.

Move over, John Wayne! Getting to the bottom of the screen is useful in this early stage. Later you'll have to watch out for 'the one that got away' in case he suddenly re-appears in your rear view mirror.

Here are your lives. A nice touch is their propellors, which revolve.

By this stage they're really out to get you. Watch out for the planes which circle around, or you could find yourself running right into their path.

Boy, is this a big one! Just fire away until you finally cut through his defences, because he takes an age to go away unless you blow him out of the skies.



To add to the fun, you'll find yourself being shot at. The mega-plane has a deadly rear gunner, which makes it very tricky to stay right on his tale.

At times the only way out is to shake, rattle and roll, roll, roll. It means taking your hands off the joystick to hit the keys, but this serial manoeuvre could get you out of a tricky situation.

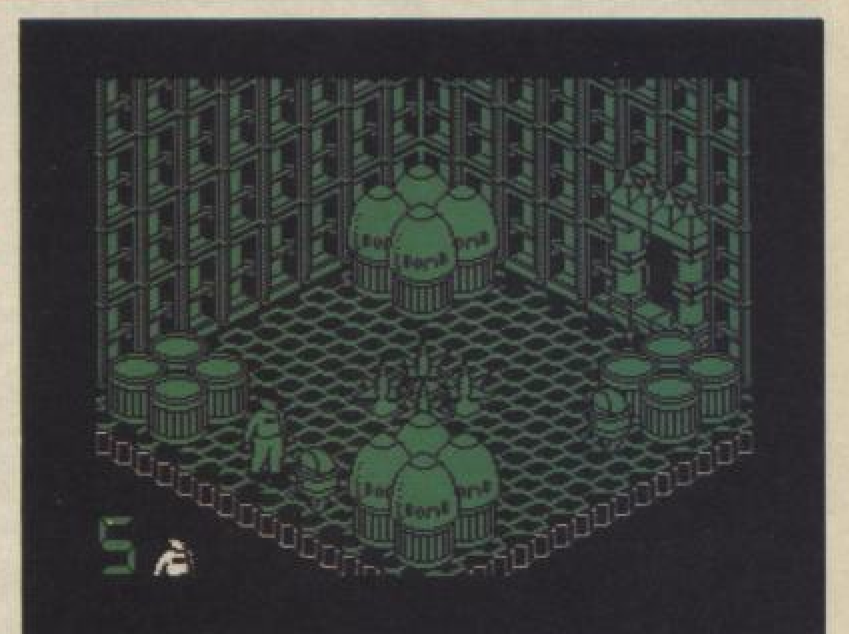
South East Asia such fun is just how well balanced *1942*'s gameplay is. The planes follow each other in wave after wave — honestly, it's worse than a Chelsea hair salon. The constant swooping of the enemy forces you to shoot fast and accurately, or you'll soon find your airspace jam-packed with Japs. There's a nip in the air, as they say. Luckily you can dive and roll, but beware of coming up under a Honda or Sony, or whatever the Japanese flew in WW2.

You'll also soon learn where the next attack is coming from, which lets you build up a strategy. Be prepared for the bigger planes which take more shots to destroy. And flak me, if you don't have to avoid their shells as well. With 32 levels to go, this should keep you in the air for quite a while.

Maybe Elite has produced better conversions, and this suffers from some dodgy collision detection. But even though there are quite a few good shoot 'em ups around nowadays, this rates up there in the air. It's a classic case of the just-one-more-go game.

Graphics
Playability
Value for Money
Addictiveness
8

NEXOR



Design Design/£7.95

Phil If you, like me, half believed the blurb about *Nexor* being the ultimate in arcade adventures, then you'll be as disappointed as I was when you finally see it. Originally titled *Nemesis*, it's been renamed to avoid any confusion between itself and the hordes of coin-op conversions of the *Nemesis* arcade machine. A good thing too; anyone buying this expecting a hot shoot'em up would be more browned off than a panful of Bisto.

In truth the only really ultimate thing about this game is the way the programmers have produced an Ultimate-style game. But unlike Ultimate's games, *Nexor* is poorly planned and casually executed. It's the usual find-and-collect/push-box-to-door scenario, but it's so fiddly and prone to no-win situations that it's virtually unplayable.

Your first act as a Nexor operative is to try to cross a catwalk to safety, only to fall repeatedly down a seemingly bottomless pit. The most annoying thing about the game is the fact that you're not just pitting your wits against the evil creatures of the complex, but also against the quirks and faults in the program. This is not the way to write an addictive game!

To be playable, a game should be easy to learn, but hard to master. And to be addictive it must start off easy, and get progressively harder; your hope for success elusive but not hopeless. Having that enormous drop at the beginning of a game must be one of the most dippy ideas ever for an opening screen. And to be frank, I found the rest of the game about as exciting as watching my washing going round.

Graphics
Playability
Value for Money
Addictiveness
5

DEACTIVATORS

Reaktor/£8.95

Gwyn I like Tigress-styled games. I thinked *Think* till I was well and truly thunk, and now *Deactivators* is de activator of my tired mind.

This time the ace design team has come up with a complex arcade puzzle totally unlike anything you've seen on your Spectrum. It's an abstract maze game, but it calls for a goodly number of arcade skills too just to keep you on your toes.

Actually, there are no toes in this game, nor fingers, because your bomb disposal squad is totally devoid of anything but droids, which is pretty lucky really since they're eliminating the explosives in the most unlikely environments ever. And there are security droids on patrol which the terrorists have reprogrammed to attack you. See what I mean when I say it's not a good place for flesh and blood.

Playing *Deactivators* is easier than describing it but playing it well is fiendishly difficult. Each level of the game contains a series of rooms arranged in a grid. The first of these is a mere four by four, but they get bigger as you progress.

Most of the rooms are linked, either by doors, trapdoors, which only allow downward travel, and poles, which allow two way vertical movement. Windows are too high for a hovering droid, but you can throw things through them, and teleports serve to . . . well, teleport. Also in the building you'll find a computer room.

The first thing you should do when you approach a new level is make a map. Get to know what will take you where, using the scan facility, accessed through an icon menu, because there's nothing worse than being stuck with a fizzing fuse in a dead end!

Next, check where the circuit boards are because you'll need to insert them into the computer if you're to complete the task. They do things like removing force fields, switching on teleports and even the lights, so they're invaluable for getting about.

Then, find the exit to the outside world. You throw the bombs out of this, so make sure that you know the fastest route. Finally, study your map and try to decide on a strategy, because you'll be pretty busy when the action starts.

The game becomes a test of manoeuvring your forces within a set time limit. You have to pass the circuits and bombs through windows if you're to carry them to their correct destinations. Meanwhile, movement of robots within the proximity of a guard leads to a frantic game of chase as you try to collect objects without colliding.

Throwing a bomb is controlled by a clever system, with a swinging line indicating the angle of the shot. Given that explosives don't take too kindly to being tossed around, you need to judge this carefully. Position your fielder so that the bomb doesn't bounce around the floor before going Boom!

If a bomb should explode prematurely you'll lose the droid and the room it was in, which can bring a game to an early end.

As the levels progress, Reaktor has included some fiendish tricks. Different rooms have different gravities, making those throws even more difficult. Sometimes there are no lights. Worst of all are the upside down and sideways rooms, which makes orientation tricky to say the least. There you are, trying to position yourself accurately and make a flawless throw, when everything about your joystick is the wrong way round.

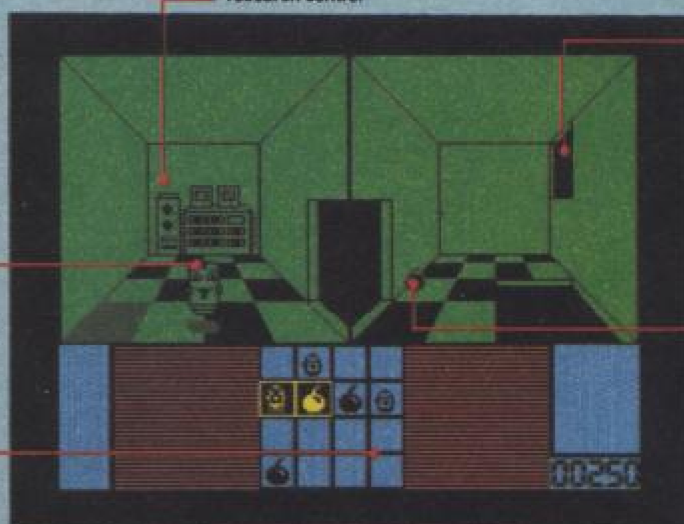
With its clean graphics and clever control system, managing to provide all the information you need to do the job, this is another goodie from Tigress. Providing you don't mind putting in some hard brainwork in order to play, it's a must!

Graphics
Playability
Value for Money
Addictiveness
9

Bigger even than a Spectrum Plus Two, this is the computer room, all ready to accept those circuit boards which are scattered around the research centre.

Your droid, hovering around as you consider its next move. Pressing fire to enter the icon window pauses the game, so that those bombs stop burning away. If he was carrying anything it would appear in the bottom right-hand window.

The first level map is almost useless, apart from telling you where your droids and the bombs are. You'll need the scan facility to find the paths around its rooms. When you hit fire, this becomes the icon window.



Until you've inserted the first circuit, this window remains shut. Then it's a tricky shot to pass a computer card through this window, so that the computer room droid can place it into the correct slot.

A bomb! Pick it up by passing over it but make sure you're not carrying anything else at the same time, or it'll blow you sky-high.

YOUR SINCLAIR MEGAGAME



JOHNNY REB II

Lothlorien/£9.95

Phil D'you know, I didn't know there was a sequel to the American Civil War... shows ya what ya can miss if ya don't pay attention. Once again, that wargaming specialist Lothlorien serves up a generous helping of death, doom and destruction in the shadowy figure of its newest wargame strategy/simulation.

The premise is simple. You are a general in the Union or Confederate army (the choice is yours). It's down to you to out-think the opposing army's general and win the war. It's a story as old as time itself, innit?

Using a skilful combination of a joystick controlled cursor and a few keys on the squishboard, you place and mobilise troops and order them to do various things. Using a blend of strategy and sadism you beat the opposing forces into the ground and emerge from the battlefield bloody but victorious... Well, actually, it's not as easy as that.

The computer is a superb strategist, and quite a lot of the time can out-think you at your every turn. As a spot of mental press-ups this kind of activity has a lot to recommend it.

The presentation of the game is a bit bland. It's not a pretty game to watch, but on reflection certain games I could mention suffer from being pretty but pointless, so p'raps that's not so bad after all. Very good, I would imagine, if you're into wargaming and you can't find anyone to pit your lead soldiers against!

Graphics
Playability
Value for Money
Addictiveness
7



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QL

NEWS & REVIEWS

From the riches of *Super-Toolkit* to the rags of *Executive Adventure*, Max Phillips on the continuing story of the computer that refused to die...

• CST's reborn QL, the Thor, is available now. Specs are as predicted, with a 640K QL repackaged in a big box with disk drives and an 'AT style' keyboard. Prices are £600 (plus VAT) for a single disk model, £700 for two disks and £1400 for one disk and a 20Mb hard disk. An £80 trade-in is available on your own QL. CST has handed over the job of selling Thors to the ever growing Eidersoft — more details on (0708) 851099.

• Digital Precision continues to release more programs a month than the rest of the world put together. £39.95 will buy you Super Media Manager *to look after your disks and cartridges while* Eye-Q *is its entry in the ultimate art package stakes. These two are now joined by a* Turbo *version of* Supercharge, *a* Supercharge Toolkit, *a new editor, a couple of new games and ... and ...*

• And if you're not using your Epson-compatible printer to the full, write to Palantir at 60 St Luke's Road, Bedminster, Bristol for details of Ink-Well. For less than a tenner, this promises a 16×16 font designer and proportional printing routine that'll work with Quill and other text editors.

• Rio Promotions, the people who suppply Pyramide's well weird 3D game The Wanderer *are offering* Mortville Manor, *a £19.95 graphics adventure for budding Miss Marples. Write to them at 28 Waverley Grove, London N3 NPX.*

• "Never say die" say over 50 QL suppliers who have pledged their support for the continued future of the machine. Names like CST and Eidersoft have formed QL AID (Association of Independent Dealers) led by Transform. There's nothing actually happening yet but at least it's a start...

• Meanwhile... yet more attempts to get a new QL off the ground. Farmintel/Sandy (0234) 219814 is offering a CST Thor-like package based on existing QL boards. The Q-XT640 includes an IBM AT-style keyboard, three expansion slots, 640K and one disk drive for £599.

EXECUTIVE ADVENTURE

Subtitled *Rags To Riches,* this is an adventure game about a topic most of us know only too well. Well, at least the first bit is depressingly familiar - you're holding nothing, wearing nothing (?) and flat broke. The doorman at Harridges won't let you in because you look like a tramp.

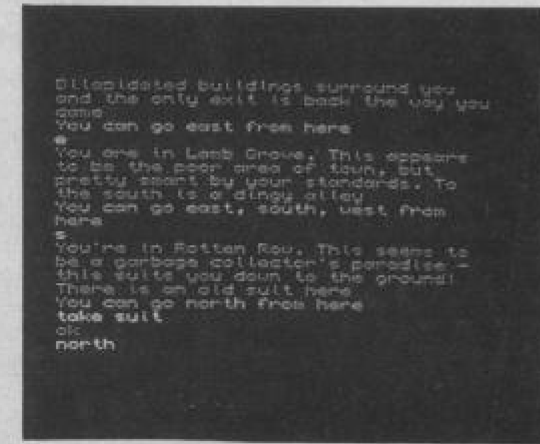
Which is pretty astute as doormen go because you *are* a tramp. And the object of the game is to work your way up to be a rich, fat, posh company chairman.

And since tramps never do anything with great haste, you don't have to either. *Executive Adventure* is written mostly (completely?) in SuperBasic and ambles along, gently passing the time of play.

It's not got a very good parser, it's not got a big vocabulary, it's not got any documentation worth mentioning, it doesn't seem to have many locations (there are more departments inside the department store than there are streets in the town) and it's not very hard.

But it *is* a nice, easy bit of fun that should keep you occupied for a while. And having said that it's easy, I've only ended up down the manhole under Harridges with £5, my posh tie, useless cashpoint card, purloined toolbox and a suit found lying in the gutter in Rotten Row.

I'm not quitting yet. But I'll have you know I ain't never paid no £5 for a tie in my life...



Genuwine Basic text adventuring ... but it's still a good way to spend your time ...

FAXBOX

Title	**Executive Adventure**
Publisher	**Gemini**
Phone	**(0395) 265165**
Price	**£12.95**

SUPER-TOOLKIT

Make way for Tony Tebby's latest batch of wondrous extras for the QL's infinitely variable SuperBasic. *QL Toolkit II* (or *Super-Toolkit* depending on where you look) is a 16K ROM cartridge stuffed with well over 100 new commands.

The idea is the same as all toolkits - to fix bugs, cure omissions and add useful extras to the range of features already available in SuperBasic.

Trouble is, much of what you get is as practical and comprehensible as the unbelievably weird innards of QDOS itself. Sure you get a lot of bugs fixed but did you know the QL messes up if you open more than 32768 files in one session anyway?

And it's fine to have an improved network protocol if you happen to have mates close by with similarly equipped QLs. *Super-Toolkit* manages to pack an awful lot of techie things in - wildcards, tree-structured directories and so on.

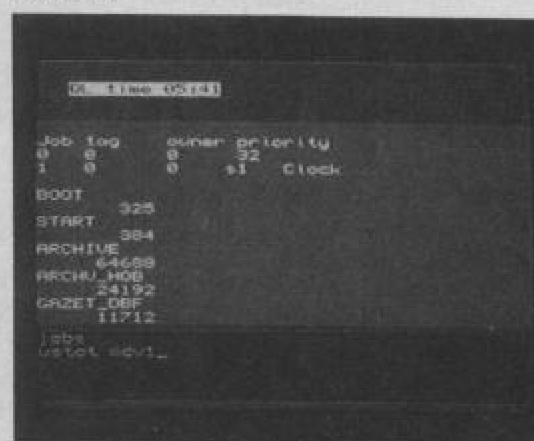
But that's all they are - techie toys, fun for people seriously into hacking away at the complexities of life without getting a lot done.

And many of them are only any fun if you've got a fully expanded QL to start with. It's unashamed, vulgar trainspotting in the best sense of the word! Why, you can't even use the new commands in programs unless everyone who might use them also has *Super-Toolkit...*

It's all very well for people to point out that there are things it would be nice to have built into the QL. But the machine is complicated enough without adding more things that aren't quite right and don't fit in with the system or aren't particularly useful. And then pretending the result is something it isn't.

So why buy *Super-Toolkit?* Because it has a full set of basic things you do need; job control (for those multi-tasking programs), a print spooler, recall last line and program any sequence of characters onto ALT keys. Plus a screen-editor to really speed up SuperBasic programming, a VIEW command to see what's in a file, file statistics and so on.

These small, simple additions make using a QL so much more of a pleasure that it's nigh-on essential to have them. If you spend time in SuperBasic and you don't already have a toolkit feature, get this one - it does them all and superbly well. But leave the rest of it for the birds...



Yikes! Super-Toolkit even has the obligatory multi-tasking clock and alarm programs built in. But it's the simple little extras, like a repeat last line key, that make it well worth having...

FAXBOX

Title	**Super-Toolkit**
Publisher	**Care Electronics**
Phone	**(0923) 672102**
Price	**£34.50**

Piranha

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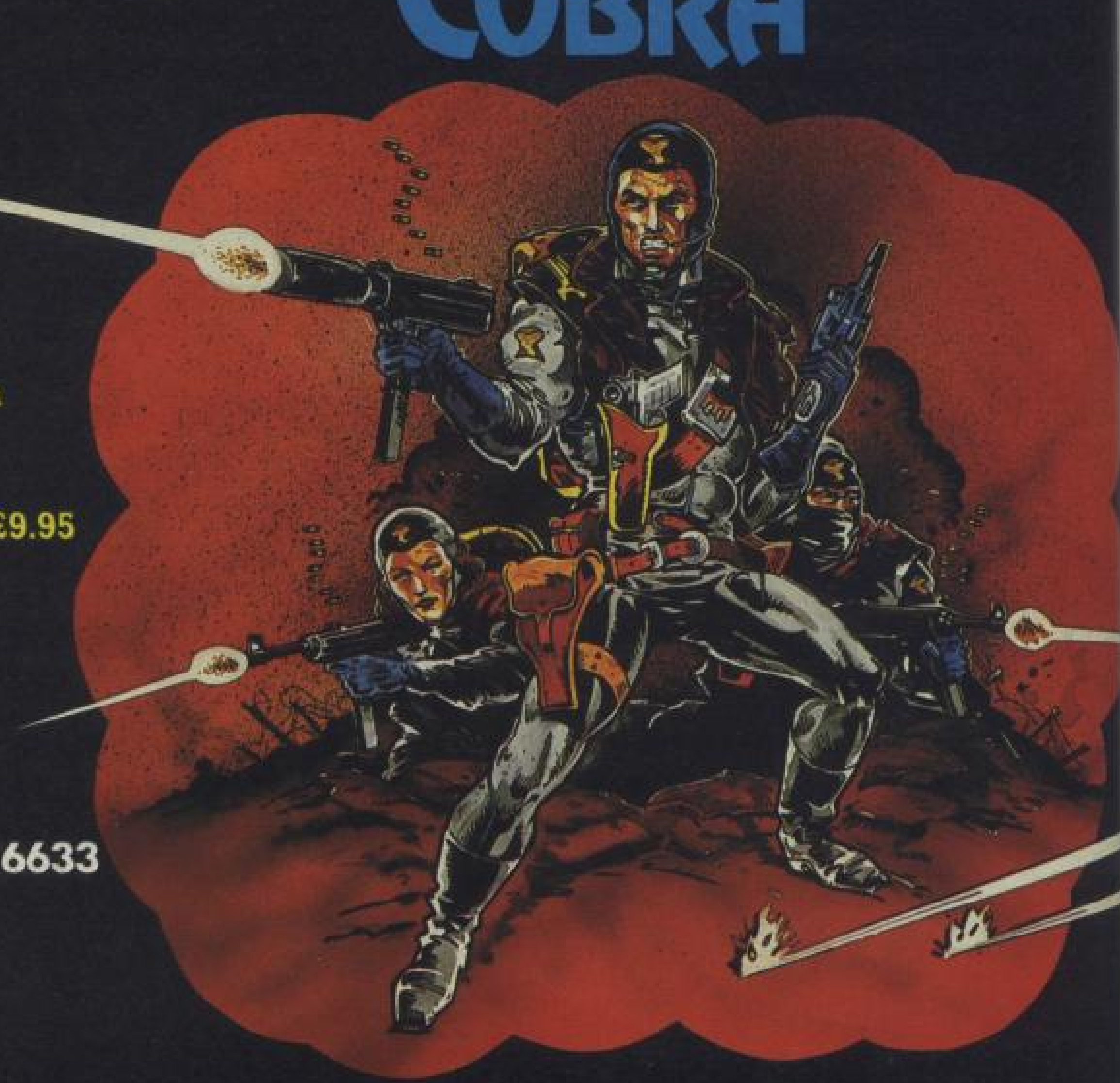


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YOUR SINCLAIR MEGAGAME

YS Preview — CRL's *3D Game Maker*. It's for real . . .

GAMES WITHOUT FRONTIERS

Create your own Ultimate-style 3D arcade games — *Max Phillips* asks if CRL's *3D Game Maker* really is a dream come true . . .

Remember back to *YS*'s April fool? A game designer that could do almost anything and everything? Not that *you* were fooled by it, of course.

But some people were. A lot of people. From wise old Speccy bashers to dealers, distributors and software houses. Some of the people who were frightened were the programmers at CRL. Because they were already working on their own *Arcade Dream*.

It's called *3D Game Maker*, it's due out before Christmas, it's really real and it lets you create your own Ultimate-style arcade/adventure games with the touch of a joystick!

The package consists of three programs (on two tapes). A sprite editor lets you create the objects and graphics in your game, a room editor lets you put those objects into place and design your map and an 'adventure builder' lets you put it all together into a working game.

And when you've got it just how you want, you can save your game off under your own name and run it separately from the package. You can give it to your friends or even sell it — CRL won't be charging royalties or whatever.

The bit that was missing from our preview copy was all the stuff you need for the finer points of a game . . . scoring, movement patterns, vanishing doors and so on. But if the rest of the program is anything to go by, the facilities you need will be there and they'll be dead easy to use as well.

No-one's saying that *3D Game Maker* does anywhere near as much as the complete fantasy of *Arcade Dream*. It only does Ultimate-style 3D perspective games. But it does do them well — the results look really professional and play just like you'd spent months hand-coding them.

We'll have to wait and see just how good it is. Any program like this has got to limit your options to keep things simple. Think of it as a very advanced version of ye olde Quicksilva *Games Designer* and you won't be far wrong.

So while it's not going to make you famous or rich or be a substitute for real programming, believe me, it's gonna be one heck of a lot of fun.

You do believe me don't you? It's not just crying wolf, you know. I've seen this and used it — I've got it loaded right now. It does do it. Really. Honest and truly. Ed's honour. Cross my heart and . . .

You've just got to believe it . . .

FAX BOX	
Game	3D Game Maker
Publisher	CRL
Price	To be announced
Release date	November

1 *3D Graphic Editor*

Start with the *3D Graphic Editor* program; the ubiquitous sprite editor. Here you concoct the various graphics for the player, walls, doors, aliens, objects and so on.

The NEXT and BACK buttons move you through the different sprites, while you can copy and re-use a design by selecting it with PICK, moving to another number and putting it down with DROP. And there's an ABORT button for when you've made a pig's ear of the sprite you were doing . . .



To use the various commands, simply move the arrow cursor over the relevant 'button' and hit FIRE.

The editor is much like any other — except you draw your sprites in 3D perspective. Two options help a lot — BASE gives you a perspective outline to follow while FLIP mirrors the sprite to give you a left- and right-going version. Even so, the actual drawing part is a bit tricky to use . . .

The sprite you're working on is shown actual size, complete with its mask and what they look like together. You can set the editing colours too to see how the sprite will look in your different rooms.

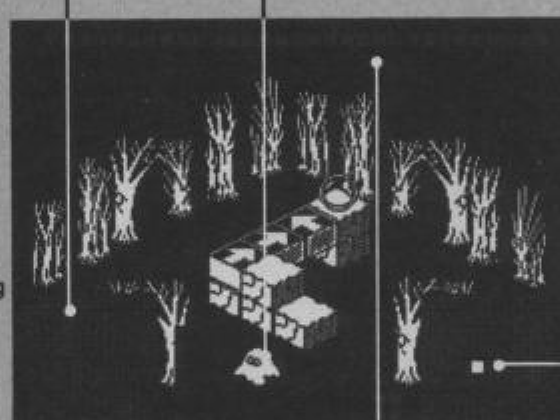
The MASK button automatically creates a sprite mask for you. But it's possible to edit the mask directly just like you can the actual sprite. So there's a possibility of some weird effects . . .

2 *3D Room Designer*

Put your graphics into the *3D Room Designer*. This lets you create your game's map and fill it with the objects you designed in the *Graphics Editor*.

The left-hand indicator is your position in the room while the right hand one controls your height. Very useful when you're working on a crowded screen and can't quite see where you're at. And you can turn all the indicators off if the screen gets too cluttered . . .

● Ultimate-style, everything in a room is the same colour. But you can choose the colour for each of your rooms — guess how? You just press one of the colour keys . . .



This is the way to build games — simply guide the object you're working on round with the joystick (hold FIRE down and pull back/push forward to go up and down). Press N and M to select objects, ENTER to place one and SPACE to remove one. When you're done in one room, just drive through the appropriate door and get on with the next . . . Brilliant!

These two grids show your position in the map. You can use up to 16x16 rooms and only a quarter of them fit on this display at once. Now, that's an awful lot of rooms . . .

The top bar indicates how much memory's left — unfortunately, there's a limit to the number of objects you can have in a room as well so you can't go too crazy . . .

3 Play The Game

Finally, load *3D Adventure Builder* and load up your sprite and room data. Your game is ready to play, with nice chunky graphics and dinky sound.




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*Xevious is engineered and designed by Namco Ltd. Manufactured under license by Atari Inc. and U.S. Gold, 2/3 Holford Way, Holford, Birmingham B6 7AX.

WIN A SIGNED ORIGINAL CARTOON AND THIRTY COPIES OF *ANTIRIAD.*

YS AND PALACE SOFTWARE PRESENT THE SACRED ARMOUR OF ANTIRIAD COMPO

It's 1986 — welcome to a world on the brink of collapse. Oops, sorry, misread that. It's 2086. So you can stop panicking. You've still got another hundred years before the bomb goes up. That's if you can believe the storyline of Palace Software's new game, *Antiriad.*

BUTHOOOMMM

And that, in case you're wondering, is the sound of a nuclear explosion. Well it is according to the comic book that accompanies the game and tells the story that leads up to it. Not that many people will be around to hear it. We'll all have popped our clogs long before that bit.

Only a few will survive the holocaust. Fewer still, the nuclear winter that follows it. But they are the founders of a new race, strong, hardy stock (sort of space-age Bisto kids) who have learned to lead peaceful lives. Until . . .

WHOOOOOMPH!

Alien invaders. The attack is swift and devastating. And the survivors are set to work as slaves.

All in all, Earth is having a run of pretty bad luck. Only one man can step in and stop it. Tal. (That's right it was a Tal order.) But even the greatest warrior the world has ever seen would have problems without a legendary Anti-Rad suit — the sacred armour of Antiriad . . .

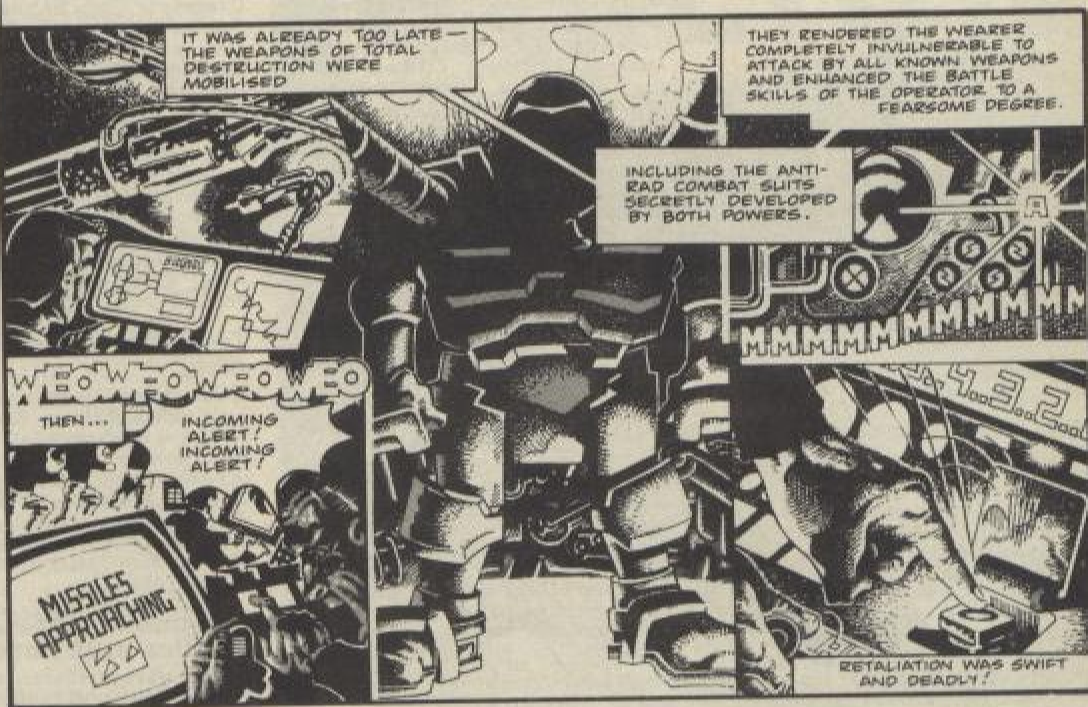
Unfortunately, we haven't got a suit of armour to offer you. For starters they're not going to be made for another hundred years and anyway our *YS* fashion expert tells us that armour is definitely out this season. So passé. Instead, Palace is offering the original artwork of the cartoon on this page, framed and signed by the artist Dan Malone and a copy of the game to the first entry out of the Ed's bin liner — and very lovely he looks in it too. The thirty runners-up will all receive a copy of *Antiriad,* the game. All you have to do is peruse the two versions of the cartoon and spot the differences between them. Put a ring round each one you find and then fill in the coupon. Then rip out the page (or make a photocopy) and send the lot to The Armour Real Dillo Compo, *YS,* 14 Rathbone Place, London W1P 1DE. Oh, and don't forget to put the number of differences you spotted on the back of your envelope.

ANTIRIAD RULES

Employees of Sportscene Specialist Press or personages from the Palace aren't allowed to enter the compo — except by royal dispensation and the Ed won't grant it.

All entries must arrive at Castle Rathbone by the last day of November, this year of grace 1986.

You'll need more than an Anti-Rad Suit if you want to tackle the Ed about the compo 'cos he won't enter into any correspondence about it.





KERPOW!

I spotted ... differences in the *Antiriad* compo — and it hasn't cost me an armour a leg to enter.

Name ....

Address ....

....

.... Postcode ....

COMPO WINNERS

Prizes, prizes, get your lovely prizes here! Remember the *Mega Compo* in the July issue? Well, now's the moment you've all been waiting for — it's who's won what time! If you've been unlucky, why not have a go at this month's triff compo — after all, you could win (almost) everything in this issue . . .

Twenty copies of *Batman* and twenty posters of the Caped Crusader.

Robin Bonnar of Inchinnan, Scotland; Robert Moss of Wymondham, Norfolk; Morgan Blaylock of Bellingham, Northumberland; Eamonn Browne of Southall, Middlesex; Paul Humphreys of Tonypandy, Wales; M Brown of Darwen, Lancs; S Ismail of Southampton, Hants; Nicholas White of Newhaven, Sussex; Paul Rees of Oakdale, Wales; Jon Bell of Marlborough, Wilts; Kevin McCready of Kirby, Liverpool; An Phung of London; Denise McKinnell of Lanchester, Durham; Daniel Kinnon of Horley, Surrey; Peter Andrews of Swanage, Dorset; C Gant of Welton, Lincs; Mark Allner of Poole, Dorset; Chris Bean of Eastbourne, Sussex; Neil Machin of Basingstoke, Hants; Dan Garber of Hendon, London.

Twenty-five copies of *Rock 'n' Wrestle* and *Red Hawk*.

Oliver Taylor of Muswell Hill, London; Philip Legg of Quinton, Birmingham; Roy Murgatroyd of BFPO 45; C Chambers of Bulwell, Nottingham; Carl Marrison of Norwich, Norfolk; Jason Sidwells of Tattershall, Lincoln; Tim Poots of Swindon, Wilts; Matthew Harding of Llantrisant, Wales; Geoff Buckingham of Woolwich, London; T Vickers of Leeds, Yorkshire; Andrew Stallan of Epping, Essex; Anthony Johnson of Willesden Green, London; Adrian Costello of Brighton, Sussex; John Cheney of Henley on Thames, Oxon; Paul Herbert of Greenwich, London; Simon Miles of Farnborough, Hants; Jason Gough of Sheppey, Kent; Paul Stevenson of Tolworth, Surrey; Peter Lewis of Rhyl, Clwyd; Kevin Adamson of Sandwick, Shetland; Paul Baxter of Grantown on Spey, Morayshire; Simon Bacon of Hinckley, Leics; Christien Down of Anstey, Leics; Jon Catt of Sonning Common, Oxon; David Large of Nuneaton, Warks.

The soundtrack of the *Biggles* film, ten *Biggles* T-shirts and ten *Biggles* scarves.

The soundtrack: Gillian Urquhart of Aberdeen, Scotland.
Ten *Biggles* T-shirts: G Duke of Clapham, London; Peter Hammond of Portslade, Sussex; Allan Edginton of London; Martin Watson of Wrexham, Clywd; Stewart Brownsmith of Paulton, Bristol; Iain Jenkins of Gosport, Hampshire; Gordon Virgo of Royston, Herts; Nicola Foster of Rotherham, S Yorks; Richard Holden of Ipswich, Suffolk; Michael Wright of Oldland Common, Bristol.
Ten *Biggles* scarves: Simon Burton of Sandiacre, Notts; Simon Kilbane of Reading, Berks; Alan Smith of Seaford, Sussex; Alistair May of Elgin, Scotland; Derek Gray of Lenzie, Glasgow; Nicholas Methuen of Chepstow, Gwent; B Carter of Bethnal Green, London; Mark Robson of Dudley, W Midlands; Mark Osborne of Haywood, Staffs; David Ramsey of Strathclyde, Scotland.

Twenty copies of Quazatron, twenty copies of Pyracurse and 80 posters.

Twenty copies of Quazatron: *Jeff Thomas of Bridgend, Mid Glamorgan; M Baker of Porth, Mid Glamorgan; Marcus Mollicone of Norwich, Norfolk; Gordon Craig of Glasgow, Scotland; Neil Smith of Thorton Cleveleys, Lancs; F Mitland Dougall of Kelty, Fife; Paul Noakes of Kingswinford, W Midlands; Richard Kalton of Hazel Grove, Cheshire; Steven Roberts of Wigan, Lancs; James McGarvey of London; Julian Ridgeway of Manselton, Swansea; Zoe Walsh of Sutton Coldfield, W Midlands; Michael Leahy of Carrigtwohill, Co Cork; Roger Curry of Wallsend, Tyne and Wear; Paul Ford of High Wycombe, Bucks; Spencer Gore of Pangbourne, Berks; James Paul of Northallerton, N Yorks; Craig Noble of Great Yarmouth, Norfolk; Paul Heester of Leyton, London; Peter Hadingham of Morden, Surrey.*
Twenty copies of Pyracurse; *Paul Fenton of York, N Yorks; Andrew Lea of Ormskirk, Lancs; Tony Allen of Malvern, Worcs; W Masters of Stockton on Tees, Cleveland; T Marchant of Gillingham, Kent; G Bentley of Calverton, Notts; P Bristow of Manchester; Michael Roberts of Kippax, Leeds; Richard Butler of Brinscall, Lancs; Nigel Gardner of Harlow, Essex; Jonathan Wren of St Ives, Cambs; Adam Simmonds of Bromley, Kent; Tim Webster of Wainfleet St Mary, Lincs; R Richardson of Willenhall, W Midlands; Darren Mann of Borehamwood, Herts; Sean Taylor of Coulsdon, Surrey; Iain Mason of Farnham Common, Bucks; Michael Dransfield of Cleethorpes, S Humberside; Graham Pearce of Flint, Clwyd; Stephen King of Leigh on Sea, Essex.*
Eighty Hewson posters: *Mark McCarron of Sutton, Surrey; Andrew Barker of Thornbury, Bristol; A Swankie of Motherwell, Lanarkshire; John Presnall of Harlow, Essex; Andrew Astin of Burnley, Lancs; D Herbert of Chester le Street, Co Durham; Grahame Scheffler of Barnsley, S Yorks; Stuart Evans of Malton, N Yorks; Lee Riley of Elland, W Yorks; H Collings of Aldershot, Hants; D Bran of Bromley, Kent; S Considine of Castleford, W Yorks; Ken McEwan of Douglas, Dundee; Roland Daly of Bracknell, Berkshire; Michael Wiltshire of Hatfield, Herts; S Clarkson of Burnley, Lancs; R Wilson of Barnsley, S Yorks; Gary Knibb of Aylesbury, Bucks; Mark Shearburn of Colliers Wood, London; Robert Pearse of Wickford, Essex; Geoffrey Marks of Thorpe le Soken, Essex; Uthir Yasin of Leeds, W Yorks; Gary Stimson of Roade, Northampton; Warren Dyer of Dover, Kent; Ian Doggett of Kirton, Ipswich; A Adcock of Dereham, Norfolk; P Spittle of Rotherham, S Yorks; Mark McKay of Middleton, Manchester; Mark Hunter of Stockton, Cleveland; Stuart Walker of Renfrew, Scotland; Nigel Byer of Ealing, London; Craig Ruxton of Dalrymple, Ayrshire; Mark Reilly of Inverness, Scotland; Nick Bold of Runcorn, Cheshire; John Hughes of Longlevens, Glos; Lee Bolt of Slough, Berks; J Doggett of Potters Bar, Herts; Anthony Phillips of Woodford Bridge, Essex; Paul Walsh of Prestwich, Manchester; T Telfer of Barry, S Glamorgan; Sean Brewin of Loughborough, Leics; K Barlow of Crook, Co Durham; Paul Gibson of Stoke on Trent, Staffs; Michael Cook of Enfield, Middlesex; Nicholas Whitehouse of Stroud, Glos; Gary Cretton of Knebworth, Herts; Jason Nichols of King's Lynn, Norfolk; Daniel O'Sullivan of Rainham, Kent; Ian Brown of Redcar, Cleveland; K Lawrence of Birmingham, W Midlands; Terry Lister of Heckmondwike, W Yorks; F Spears of Gillingham, Kent; A Thomson of Ilford, Essex; D Davenport of Macclesfield, Cheshire; Mark Woodcock of Huddersfield, W Yorks; Ross Morley of Chelmsford, Essex, Peter Bodkin of Clanfield, Hants; David Lloyd of Frampton Cotterell, Bristol; Jonathan Kaye of Leigh on Sea, Essex; Anthony Holloway of Enderby, Leics; Phillip Stocks of Watford, Herts; A Gibson of Royston, Herts; Nicholas Ely of Wadebridge, Cornwall; Graham Yates of Doncaster, S Yorks; Ian Fielding of Tupsley, Hereford; Paul Docherty of Cirencester, Glos; Michael Williamson of Out Skerries, Shetland; Richard Evans of Llanrwst, Gwynedd; Brendan Morgan of Magherafelt, Co Derry; S Eades of Doncaster, S Yorks; Robert Angus of Kirkham, Lancs; Trevor Mathwin of Bishop Auckland, Co Durham; James Melia of Telford, Shropshire; Steve Todd of Leeds, W Yorks; Philip Hammond of Weston Super Mare, Avon; David Spann of Bristol, Avon; William Mashiter of Sennen, Cornwall; H Maton of Croydon, Surrey; Freddy Powell of Waltham Abbey, Essex; Graham Phenix of Herne Hill, London.*

Ten copies of *Kirel* plus ten T-shirts.

Martin Owen of Caernarvon, Gwynedd; Terry Ferrell of Sidcup, Kent; James Phillips of Chatham, Kent; Orestes Edwards of Brockley, London; T Clarke of Poole, Dorset; David Oldridge of Catford, London; Paul O'Connell of Acton, London; Stephen Hoole of Sheffield, S Yorks; Jurek Biegus of Stoke on Trent, Staffs; Mark Reynolds of Norwich, Norfolk.

Ten copies of *Ghosts 'n' Goblins* plus posters.

Bradley Mays of Hitchin, Herts; Stephen Webber of Eastleigh, Hampshire; Sandra Moir of Orpington, Kent; Julian Dawson of Holmfirth, W Yorks; Kevin Curtin of Nairn, Scotland; Barry Biggs of Kings Heath, Birmingham; Yousaf Razzak of Ilford, Essex; Tim Dallosso of Kenley, Surrey; Andrew Charters of Pinner, Middlesex; Gareth Evans of Penzance, Cornwall.

Five Kempston joysticks.

Peter Quinn of Coatbridge, Lanarkshire; Stuart Willis of Riseley, Bedford; Anthony Strike of Norwich, Norfolk; Marcus Bullock of Walsall, W Midlands; Michael Bradley of London.

Five Datel switchable joystick interfaces.

Allan Wharton of Barrow in Furness, Cumbria; Mark Campbell of Norbury, London; Sean Beaton of Peterborough, Cambs; Damian Warman of Southampton, Hants; Steve Hancock of Melton Mowbray, Leics.

Fifteen copies of *Bobby Bearing* and fifteen *Fairlight* T-shirts.

Fifteen copies of *Bobby Bearing:* Vineet Khandelwal of Norbury, London; Keith Maguire of Dublin, Eire; P Harper of Retford, Notts; Gary Savill of Tooting, London; Duncan Curtis of Sheppey, Kent; Rob Thirlaway of Washington, Tyne and Wear; Peter Wallage of Polegate, E Sussex; Simon Russell of Pencoed, Mid Glamorgan; Paul Wheatley of Groby, Leicester; Damian West of Sidcup, Kent; Keith Thomson of Aberdeen, Scotland; David Anderson of Barrhead, Glasgow; Michael Brown of Leighton Buzzard, Beds; Colin Sleigh of Eaglesham, Glasgow, Steve Hawkins of Beeston, Leeds.
Fifteen *Fairlight* T-shirts: Gary Wells of Alresford, Essex; Neil Bailey of Long Eaton, Notts; Nicholas Morbey of Banbury, Oxon; Simon Perfect of Marton, Blackpool; S Jones of Oswestry, Shropshire; Paul Davies of Leamington Spa, Warks; Stephen Thomas of Cheltenham, Glos; Scott Cunningham of Merrylee, Glasgow; Adrian Harle of Rubery, Birmingham; Stuart Mills of Solihull, W Midlands; Antony Burke of Melton Mowbray, Leics; Peter Burnett of St Leonards on Sea, Sussex; M Bartlett of Reading, Berks; Karl Bulman of Southampton, Hants; Andrew Cocozza of Glenrothes, Fife.

Twenty copies of Heavy On The Magick *plus* twenty posters.

David Brown of Daventry, Northants; Gavin McCrae of Glasgow, Scotland; Andrew Mitchell of Carnoustie, Angus; Darren Harrison of Altrincham, Cheshire; Gary Robbins of Milton Keynes, Bucks; Philip Blake of Enfield, Middlesex; Christopher Gould of Silsoe, Beds; Adrian Pitt of Alvechurch, W Midlands; Andrew Simms of Wolverhampton, W Midlands; Lee Terry of Swindon, Wilts; David Clinch of Fareham, Hants; Alistair Burnett of Swanland, N Humberside; Daniel Boyce of Oxford, Oxon; David Scott of Hatfield, Herts; E Poulter of E Dereham, Norfolk; Robert Bright of Stevenage, Herts; Jamie Steere of Plymouth, Devon; Paul Byrne of Glasgow, Scotland; Simon Fraser of Elgin, Moray; Christopher Smith of Everton, Liverpool.

Ten copies of *World Cup Carnival*, plus one US Gold sweatshirt.

The sweatshirt and a copy of *World Cup Carnival:* R Smith of Darlington, Durham.
Copies of the game: Stephen McLeod of Loanhead, Midlothian; Craig Jewell of Hindley Green, Wigan; David Clifford of Caterham, Surrey; Theodore Develegas of Athens, Greece; Gwyneth Williams of Colwyn Bay, Clwyd; Robert Thay of Stoke Hill, Coventry; P Lauff of Bad Vilbel, W Germany; N Rigg of Swanley, Kent; Jess Groves of Newmilton, Hants.

Twenty copies of *Spindizzy* and twenty-five posters.

Twenty copies of *Spindizzy:* Peter Adams of Ipswich, Suffolk; Mark Campbell of Norbury, London; Peter Jarman of Rugby, Warks; Robin Barnes of Willesden, London; Andrew Lagden of Canvey Island, Essex; C Smith of Westbury, Wilts; Keith Tebby of Lingfield, Surrey; Jason Geldard of Blackburn, Lancs; Steven Wagstaff of Doncaster, S Yorks; Matthew Freestone of Sudbrooke, Lincoln; Gavin Chung of Thurso, Caithness; Mark Levy of Basildon, Essex; David Scott of Ayr, Scotland; Adam Badcock of Wakefield, W Yorks; Stuart Skelton of Brigg, S Humberside; Brian Watson of Dunfermline, Fife; David Tong of Kilburn, London; Jon North of Sutton, Surrey; Stephen Mein of Preston, Lancs; Vincent O'Keefe of Valentia, Co Kerry; J MacDonald of Gnosall, Staffs.
Twenty-five posters: Ian Wilson of Widnes, Cheshire; Scott Barbery of Truro, Cornwall; Timmy Haines of Dalgety Bay, Fife; Jonathan Smith of Carlisle, Cumbria; Ian Olser of Hull, Humberside; Alan Hughes of Tolladine, Worcs; D Openshaw of Welling, Kent; Mark Bailey of Reading, Berks; Ryan O'Shaughnessy of South Ockendon, Essex; W Ho of Alvaston, Derby; Steven Vaughan of London; Tony Shea of London; Paul Billany of Stockport, Cheshire; Stephen Baldock of Birchington, Kent; Brett Handsford of Taunton, Somerset; J Milne of Alnwick, Northumberland; Kyle Heath of Selly Oak, Birmingham; Paul Collins of Stoke on Trent, Staffs; A Pope of Newport, Gwent; Emma Russell of Nuneaton, Warks; Andrew Allott of Oxford, Oxon; Steve Kilbey of Plaistow, London; Steve Yeung of Ruislip, Middlesex; M Usher of Offerton, Stockport; Mark Meaney of Newbridge, Co Kildare.

Five copies of *The Planets* plus five copies of the accompanying book, called, would you believe — *The Planets*.

Brett Handsford of Taunton, Somerset; Andrew Palmer of Bristol, Avon; Andie Beale of Exeter, Devon; G Andrews of Field Station Langeleben, BFPO 33; Martin Steer of Stromness, Orkney.

Five Speedking joysticks and 100 *Split Personalities* posters

Five Speedking joysticks: Ryan Minter of Ipswich, Suffolk; Andrew Margetts of Bristol, Avon; Neil Anthony of Nelson, Mid Glamorgan; Adrian Bhagat of Peterborough, Cambs; Christian Simcock of Oldham, Lancs.

100 *Split Personalities* posters: Nick Smith of Madcuff, Banffshire; Stephen Todd of Bangor, Co Down; Elliot Owens of Kidderminster, Worcester; Dean Taylor of Llanelli, Dyfed; Dafydd Dallimore of Pontypridd, Mid Glamorgan; Michael Boyle of Kippax, Leeds; Mark Anderson of Hyndland, Glasgow; A Barber of Needham Market, Ipswich; Stephen Salt of Ipswich, Suffolk; Peter Booth of Hucknall, Notts; Lee Stewart of Newport, Gwent; Matthew Butler of Oxford, Oxon; Mark Winterbone of Beccles, Suffolk; Nikolai Yonker of Henley on Thames, Oxon; Matthew Bond of Edmonton, London; Gregor Johnston of Glasgow, Scotland; Dean Price of Stoke on Trent, Staffs; Matthew Pierce of Little Haywood, Staffs; Philip Gargin of Romford, Essex; P Collison of Gillingham, Kent; Malcolm Knight of Epsom, Surrey; Anthony Cummins of Sale, Cheshire; Naoise Guerin of Roscrea, Co Tipperary; Robert Burgess of Rotherham, S Yorks; Wai Hong Tsang of Dunstable, Beds; Duncan Hornby of Luton, Beds; A Cox of Keston, Kent; Dafydd Jones of Caernarfon, Gwynedd; Andrew Dunn of London; Andrew Vickers of Northolt, Middlesex; Martin McKinney of Bournemouth, Dorset; Diane Hinchcliffe of Hull, N Humberside; Dominic Roberts of Swansea, Wales; Keith Giscombe of Droitwich, Worcs; Sarah Davidson of Edinburgh, Scotland; David Fletcher of Portsmouth, Hants; Andrew Quick of Sheffield, S Yorks; Martin Cawthorne of Sheffield, S Yorks; James Nicholas of Newmarket, Suffolk; Conal McKeever of Dunmurry, Co Antrim; Andrew Thorpe of Stockton on Tees, Cleveland; P Wolfe of Haywards Heath, Sussex; Christopher Marlow of Hinckley, Leics; Paul Harvey of Westcliff on Sea, Essex; Trevor Rothwell of Clifton, Notts; Martin Staples of Dunfermline, Fife; Kevin Taylor of Croydon, Surrey; J Wilson of St Annes, Lancs; S Smith of Handsworth, Birmingham; Milton Vogan of Tandragee, Co Armagh; Sam Sullivan of Egremont, Cumbria; Mark Ilott of Preston, Lancs; Carol Howard of Norwich, Norfolk; J Wynn of Clophill, Beds; Simon Evans of Westcliffe on Sea, Essex; R Drury of Poole, Dorset; Shane Dowley of Birr, Co Offaly; Roy Urien of Wombwell, S Yorks; Steven Brough of Dringhouses, York; Tony O'Keefe of Laindon, Essex; Robin King of Camberley, Surrey; Derek Reilly of Stirling, Scotland; Andrew Pryne of Edinburgh, Scotland; Julian Watt of Maidstone, Kent; Antonio Sementa of Peterborough, Cambs; Peter Bennett of Twickenham, Middlesex; C Lee of Blackley, Manchester; Craig Carroll of Rotherham, S Yorks; Tony Miles of Wandsworth, London; David Bryan of Carshalton, Surrey; Rhodri Thomas of Carmarthen, Dyfed; Paul Smith of Lynton, N Devon; George Richardson of Kirkaldy, Fife; Peter Sherwood of Canterbury, Kent; Wyn Gravelle of Carmarthen, Dyfed; Howard Rushfirth of Garforth, Leeds; Jonathan Harris of Llanelli, Dyfed; David Wakeford of Aldershot, Hants; Benjamin Horsley of Doncaster, S Yorks; K Lourie of Ellon, Aberdeenshire; Hugh Kennedy of Belfast, Ireland; Kenneth George of Kinghorn, Fife; Stephen Impey of Impington, Cambs; Ian Howell of Great Walsingham, Norfolk; Dave Edwards of Manchester; Karl Goldsmith of Thetford, Norfolk; S Marsh of Purley, Surrey; Chris Wheeler of Mickleover, Derbyshire; Barry Perryman of Eltham, London; Melanie Hughes of Alderley Edge, Cheshire; Graham Quinn of Newton Hall, Durham; Ronald Henderson of Hamilton, Lanarkshire; Sean Ripley of Ashford, Kent; Michael Patterson of Middlesborough, Cleveland; John Pugh of Romford, Essex; Chris Long of Norwich, Norfolk; Martin Sharkey of Chatham, Kent; Sarah Stutt of Beverley, N Humberside; C Allen of Dartford, Kent; Danny Garcia of Edgware, Middlesex.

AND MORE WINNERS...

Enigma Force Compo

The ten winners of our Enigma Force Compo came up with the right answer of c) more bubbles than we could be bothered to count make up a Wispa Bar and get a copy of Beyond's Enigma Force. I guess the number'll just have to remain an enigma . . .

Stuart Newby of Shepperton, Middlesex; R Stevens of Saundersfoot, Dyfed; Nigel Stephens of Creswell, Notts; E Bennett of London; Richard Terry of Alton, Hampshire; Tom Braham of Highbury, London; Simon Ferré of Havant, Hampshire; Paul Smith of Lynton, N Devon; Barry Hodge of Yeovil, Somerset; John Grant of Streatham, London.

SpecDrum Compo

Beat out dat rhythm on a drum . . . The five winners of our SpecDrum Compo will be driving everybody daft with their Cheetah SpecDrums. And the twenty runners up won't be doing badly with their Cheetah joysticks, either!

Winners: Peter Betts of Glinton, Peterborough; A Swankie of Motherwell, Scotland; Christopher Igoe of Hounslow, Middlesex; John Patmore of Liss, Hants; David Moore of Malvern, Worcs.

Runners up: Philip Waller of Hitchin, Herts; D Thomas of Northolt, Middlesex; Allan Stephens of Adamstown, Cardiff; Richard Tocker of Dalkeith, Scotland; Jonathan Windsor of Colchester, Essex; David Greenhalgh of Ipswich, Suffolk; Nicholas Wright of Leyland, Lancs; A Cawley of Atherton, Lancs; Kenneth Dryburgh of Kirkaldy, Scotland; Steven Smith of Tulse Hill, London; Michael Earle of Sudbury, Suffolk; Michael Rosenbohm of Brake, West Germany; Chris Bradshaw of Crewe, Cheshire; Adam Beardall of Nuthall, Notts; Timothy Vidler of Heston, Middlesex; Matthew Bond of Edmonton, London; Tony Davis of Irchester, Northants; P Martin of Exmouth, Devon; Paul Watson of Washington, Tyne and Wear; Denis Mulvey of Rylands, Nottingham.

Bet That Foxed You Compo

Well, no, actually, it didn't fox *Shaun Cartwright*, who's the winner of our Sam Fox Compo, with the answer of Suzanne Mizzi. Shaun wins a signed photo of Sam (wahay) Fox, a poster and the single and 12 inch versions of her hit, *Touch Me*.

WHAT A BOUNDER



Haylp, haylp! Unhand me, Sir. You cad, do not trifle with my trifles ... Mama would not approve, you binder.

Heh heh heh.

You cruel and evil man. What are your intentions?

You WILL buy a naughty *YS* binder, sweet Caroline. Heh heh.

Oh, I can't afford such a thing! Oh haylp!

Oh yes you can! Heh heh.

(tinkley piano tones, diddle-liddle-um, diddle-liddle-um . . .)

I can't! I'm too tied up . . .

Heh heh. At only Four Pounds and Ninety-five New Pence, anyone can afford the unashamed luxury of a *YS* Binder . . .

Oh, you blackguard, you scoundrel . . . Okay, I'll have two!

(And with one bind, she was free . . .)



Please send me.......... *YS* Binders.

Please tick the correct box.

☐ UK £4.95
☐ Europe £5.45
☐ Rest of the World £5.95

I enclose my personal cheque/postal order made payable to Sportscene Specialist Press Ltd for £.................Or, as I don't meddle with cash, charge my *Access/Visa/American Express/Diners Club/Mastercharge card number..

(*Delete as applicable)

Signature..

Full Name..

Address..

....

....Postcode..

Send the completed form or a photocopy of it, with payment or credit card number, to: *Your Sinclair* Binder Offer, PO Box 320, London N21 2NB. Prices include postage and packing.



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Spike Sparkler's pick of the hits at only £1.99 each. Street Date 29 Sept.

BLACK HAWK

Piloting skills are not enough! You need courage and a cool head to guide Black Hawk over enemy territory on the world's deadliest mission. Defend your jet against barrages of missiles and dodge the rocket launchers to reach the ultimate goal – the airfield. Do you have what it takes? Only the cool headed survive in this game of high stakes and fast reactions.
Black Hawk is a superb simulation with over 30 levels of play. Your on-board computer allows you to view positions from the attack or defence – with automatic adjustment according to the rate of incoming missiles. This must be the ultimate in action/strategy play. Commodore 64 and Spectrum 48K.
*Sparkle rating ******

SNODGITS

Test your sleuthing skills against world famous detectives. They're all there hunting the slippery Snodgits – dreadful little creatures who wreak havoc in Lord and Lady Snodger's snobsville mansion. A must for all bright sparks. Amstrad CPC-464. Spectrum 48K. NOW ON COMMODORE 64.
*Sparkle rating ******

NEW RELEASE NOW ON 64

RIVER RESCUE

*This race against time depends entirely on your skills as a navigator and pilot. But you are not without help. As the owner of the fastest power boat in the region you can rely on your boat to steer you to the rescue of the trapped scientists. But look out for crocs, rocks and mine-dropping rivals. Spectrum 48K. Sparkle rating *****

TANK COMMANDER

Let battle commence! The outcome of the war is in your hands. Your task is to destroy enemy ammunition and supplies – from behind their lines. Not easy, as the terrain is rough and littered with swamps and minefields. You are also on your own and vulnerable to aerial attack at any moment! Just the thing for wet Sundays. Atari.
*Sparkle rating *****

Tower of Evil

Have you ever fought a Baphomet? Well, they are no pushover. They guard where the Princess is imprisoned and have some equally horrendous friends. Poor old Princess Diana – locked away in the clutches of the Necromancer. You are her only hope. Commodore 16. NOW ON SPECTRUM 48K.
*Sparkle rating *****

NEW RELEASE NOW ON 48K

Also from Sparklers: ***Spectrum 48K*** *Stagecoach, Danger Mouse in Double Trouble, Danger Mouse Making Whoopee, Time Wreck, Kidnap.* ***Commodore 64*** *Mad Doctor, White Viper, Danger Mouse in Double Trouble.* ***Atari*** *Soccer, Submarine Commander, Desmond's Dungeon.*

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(Quotes can be given on other micro and peripheral repairs)

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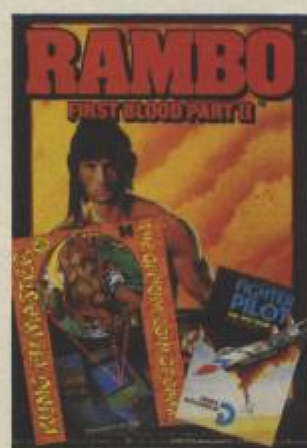
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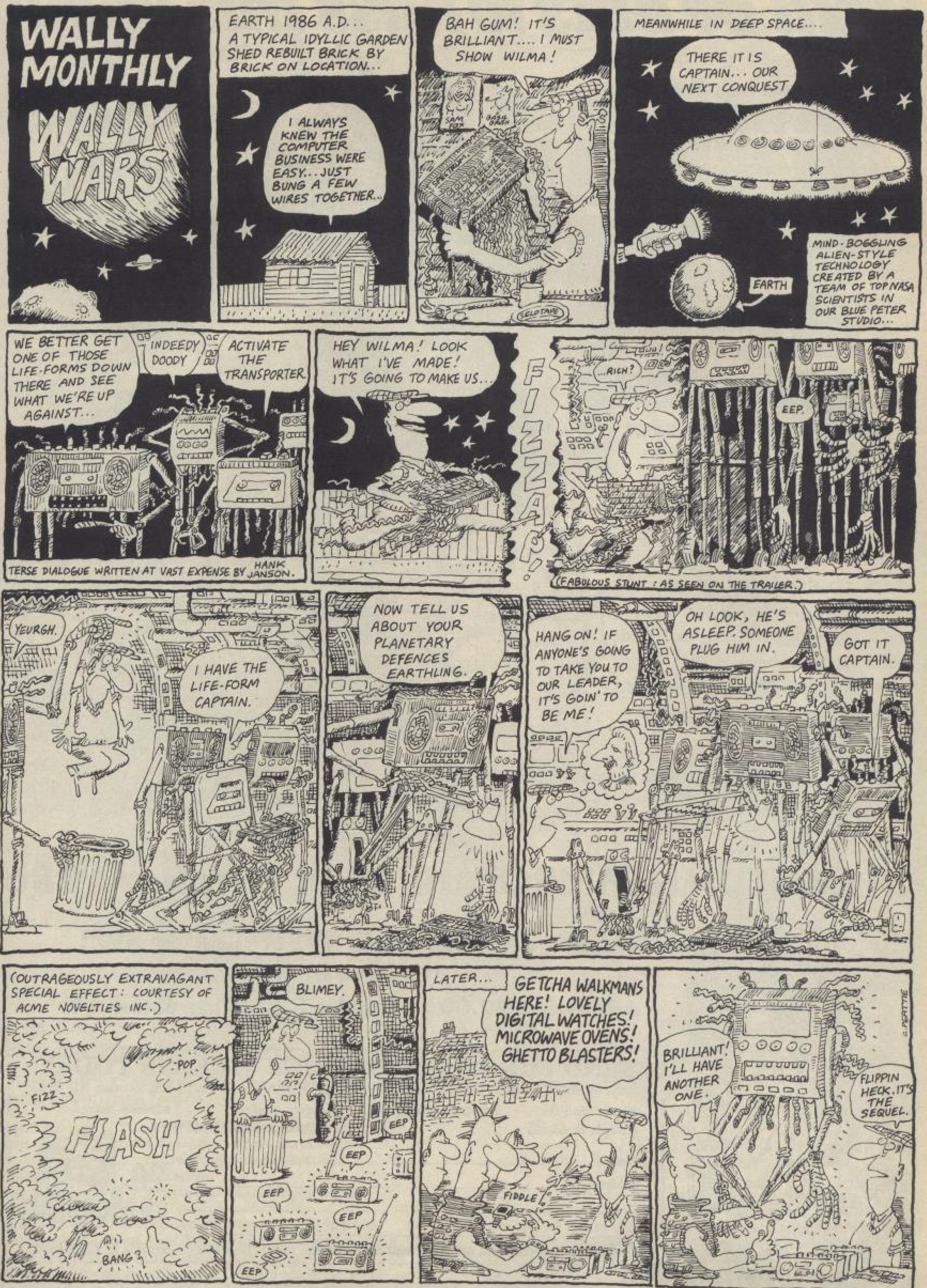
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YEURGH.
I HAVE THE LIFE-FORM CAPTAIN.
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HANG ON! IF ANYONE'S GOING TO TAKE YOU TO OUR LEADER, IT'S GOIN' TO BE ME!
OH LOOK, HE'S ASLEEP. SOMEONE PLUG HIM IN.
GOT IT CAPTAIN.
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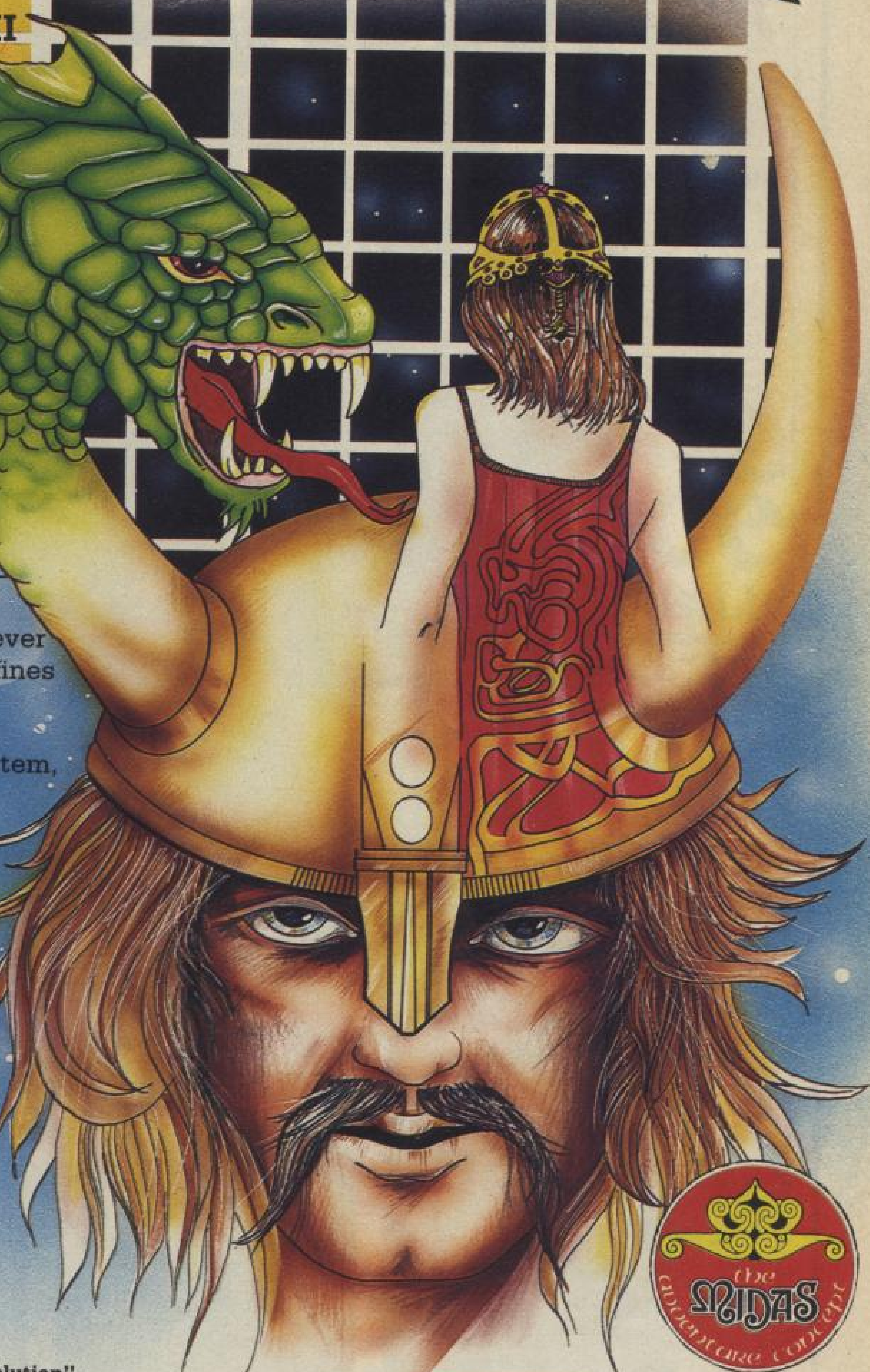
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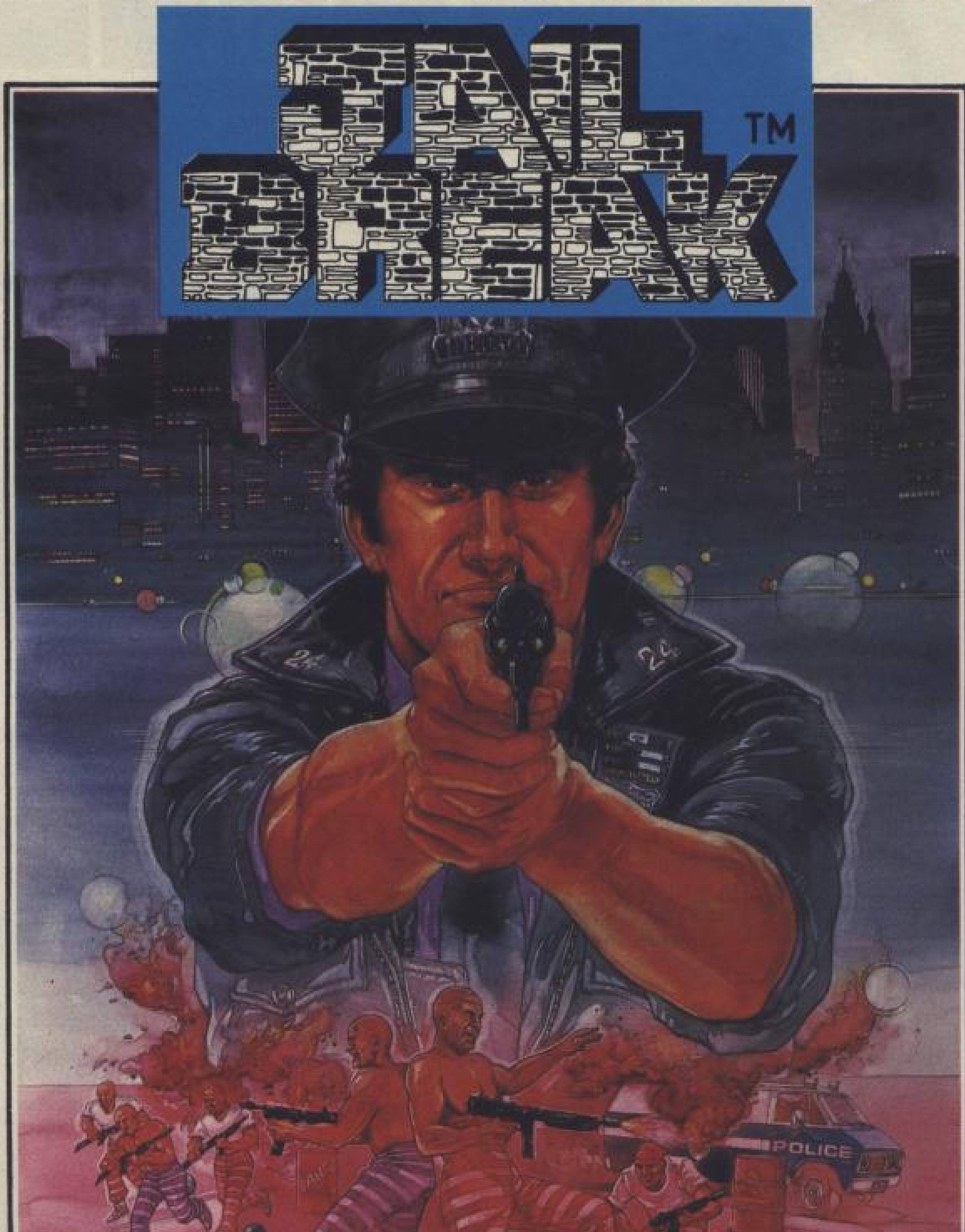
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■ Wanted — working Alphacom 32 printer with paper. Swop for games and/or cash — huge amounts paid. Also send your software list for mine. Conor Ryan, Winters Hill, Kinsale, Co Cork, Ireland.

■ Wanted — *Elite*. Will swop *Ghosts 'n' Goblins*, *Redhawk*, *Rambo*, *Off The Hook*, *Knight Lore*, *Atic Atac*, *Jetman* and many magazines. Tel. 021-444 8014 and ask for Oliver after 4pm.

■ Wanted — Spectrum rubber keyboard for ZX81 and a ZX80 with original instructions. I also want *Wham! The Music Box*. Make me an offer! Purv, 41 Limekiln Estate, Limekiln Lane, Holbury, Southampton SO4 1HF.

■ Wanted — printer, keyboard or lightpen. Will swop for Currah Speech unit, Kempston interface, Kempston Competition Pro joystick, new software titles or cash. All good condition and all offers considered. Robert Sloon, 17 Kilgreel Road, Parkhall, Antrim, N Ireland BT41 1EQ.

■ Alphacom 32 printer wanted urgently! Must include interface, paper, word processor etc. Swop for Currah MicroSpeech, *Elite*, *Lord Of The Rings* and others of your choice including *Tau Ceti* and *Spellbound*. Swop is negotiable. A copy of *MegaBasic* would also be welcome (though not necessary). Write to Sean Doran, 14 Velsheda Court, Belfast, N Ireland BT14 7LZ. Please hurry!

■ Wanted — *The Quill*. Will swop for *Turbo Esprit* and four Dk'Tronics games or two Ocean ones. Write to Shaun Andrews, 3 Hadleigh Road, Ipswich, Suffolk IP2 OEE. PS Anyone got *The Illustrator*?

■ Wanted — a Currah MicroSpeech unit. Will swop or buy. Tel. (0895) 447914 and ask for Aaron after 4pm. Middlesex area only.

■ Wanted — Saga 1 Emperor keyboard in vgc. Will swop Kempston Interface, graphic programming books worth £5.95 each and lots of new games to choose from. Tel. James on (0493) 650536.

■ Wanted: issue 15 of *Your Spectrum* in vgc. Will pay £3. Tel. (0245) 81525 after 6pm and ask for Steve.

■ Desperately needed — keyboard, printers or almost any hardware. Doesn't matter if broken. Will pay but not a lot unless boxed etc. Write to Simon Richards, 66 Westerlands Road, Wadebridge, Cornwall PL27 7EV.

■ SpecDrum. Will pay £15 to £20 or will swop for Dk'Tronics light pen still in box and unused. Must post or deliver. Tel. (0532) 821881 and ask for Shaun.

■ I need an Oric Atmos with software etc. Will swop for 48K Spectrum with Data recorder, loads of recent software titles, books and mags. Write to Daz Cole 24711985, 3 Sqn, 7th Signal Regiment, BFPO 15.

■ I have *Doomdark's Revenge* in excellent condition and want *Marsport*. Please write to Stevie Bee, 2 Coombe Road, Limehead, St Breward, Bodmin, Cornwall PL30 4LU.

■ Broken or working interfaces for the ZX Spectrum. Will pay up to £20 for working ones. Tel. 01-431 1200 or write to Paolo Barbalonga, 6 Bracknell Gardens, London NW3 7EB.

■ Wanted — *Redhawk* to swop for *Sam Fox Strip Poker*, *Heavy On The Magick* and *The Young Ones*. Tel. (0450) 73871 between 4.30pm and 5.30pm and ask for Stuart.

■ I want your old computer. Any considered — ZX80, ZX81 etc. Must be boxed with manuals and in working order. Good prices paid. Tel. Nick on (0467) 42429.

■ Wanted — any Level 9 games or new Ultimate games or *Bored Of The Rings*. Will swop for *Movie*, *Spellbound* and *Valhalla*. Tel. Nick on (0328) 2898. Hurry, hurry, hurry!

MESSAGES, CLUBS & EVENTS

■ Software exchange club. Free membership. Exchange your unwanted originals cheaply. Send sae for details and free membership to On-Spec Software Exchange Club, 23 Florence Road, West Bridgford, Nottingham NG2 5HR.

■ Warning to Bungo and all his cronies. The rebellion is coming. Signed the Bad Lads of QM 5th form. PS Mas, get rid of your blimmin' VIC-20, it sucks eggs!

■ Any competent Speccy machine code programmers in the Brum area interested in getting together to form some kind of club? If so, then contact Dave Bailey, 106 Wake Green Road, Moseley, Birmingham with any suggestions.

■ Kevin Meade, I have lost your address and the list of games you wanted from me. Write again to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk GB8 7AP.

■ Liver-net is a micron Bulletin Board in Liverpool. Tel. 051-546 4640. Times: Mon-Sat 10pm to 1 am, and Sunday 2pm to 5pm and 10pm to 1am. You will need Micronrx Bulletin Board software to access it. Phone it soon, signed Sysop.

■ POKE me! POKE me! Over 100 POKEs ready to post for your unPOKEd Spectrum games. Send sae and 60p to Gary Bridges, 16 Hillcrest, Skelmersdale, Lancashire WN8 9JZ.

■ PBMers. Anyone interested in starting up a PBM game? Also will swop programs for role playing games. Write to Gary Ogden, 2 Alder Grove, Highfields, Stafford ST17 9SW.

■ Hi to Mike Bourne and Ian of TCS. Robin Hood was always nicking stuff anyway. Things never change. From all at Zippy-Soft. Hi also to George and Bungle — Zippy. (*Do you all live somewhere over the Rainbow? Ed*).

■ I run an adventure club called Helping Hand. We would like members, so send your name and address, with adventures completed or your problem with sae to Helping Hand, 25 Holm Park, Inverness, Scotland IV2 4XT.

■ Happy birthday Colin (Aug 23). If this is squillions of days late (*Which it will be — oops. Ed*), you'll probably get a card too, which defeats the purpose of doing this. Hello Ondeez, Wrigley etc. From Graham.

■ Would CJ Gorle contact me at 183 Basingstoke Road, Peterlee, County Durham SR8 2AW. I would be glad to send him around 100 titles. PS Is North Rockhampton big?

■ I don't even get a badge for this. Brett, this Hex Loader thing has gone too far — Call a doctor immediately. Sprog the Insane.

■ Hi guys! Ha ha Kev! Told you I'd be printed! Anyway, how's that bowl-head Matthew Gaynon? Also Craig, Facer and my brother were the first to finish *Jack The Nipper* and they've got a wobbler to prove it, so there! Yours, King Rich. PS Hi Mum!

■ Dearest Liza, you are the greatest (at what I'll not say!) (*I should hope not too! Ed*). I really care for you, darling. Love Bruce.

■ Gino! When are you going to get your *PacMan*? Please do it now! Jeppe.

■ Hi there Alyson!! Guess who, eh? Lots of love and even more kisses. Mr X.

■ A warning to the Spanish peasants in the Costa Brava. The Deadly Brothers and family have left the Coriolis orbiting Glasgow and are coming your way. The Panzers are returning! (*Oh no, not them again! Ed*).

■ Deeko, Swany, Sij and the Mole. The bushes scream while my Daddy prunes. The very thing? The floor live from the fridge. The junk affair — a sad case. Trapper Testtube! (*I don't think I understand this! Ed*).

■ Hello to Dave and Malcolm Pellett, Tony Sullivan and Marc Stupple. Coming soon — Spectrum Times tape mag. Free. Send an sae for info to 68 Ormanton Road, Sydenham, London SE26 6RG. See ya.

■ Desperately seeking Fuzzy! I need you!! Hi to Lilly, Stephane, Iver and LA. XXX Susan. (*How touching. Ed*).

■ Hi to all at Dollar Software. Thought this would give you a heart attack! Yours, Nods.

■ 128 club opening in the north east. Hints, tips and a tape mag. Send an sae and a blank C60 cassette for the tape mag to A Mitchell, Beverley Hills, Wawne Road, Sutton, Hull, N Humberside HU7 4YN.

■ Wanted: 15 year old people of any age (?) to send me lots of money! Send £20 for an empty envelope! Also wanted — broken VIC-20's — nothing offered. Write yesterday to Mat Hook, 5 Rocky Lane, Bournheath, Bromsgrove, Worcs B61 9HP.

■ The Gang! I hope we get to go out with those boys we watch playing football soon! To Sarah, Hazel, Clare, Leslie from Andrea. PS Fame at last!

PEN PALS

■ Three male Spectrum users wish to swop games, POKEs, hints etc with females 13 to 16. Write to T Naylor, 139 Breach Road, Heanor, Derbyshire DE7 7HQ. Please enclose photographs.

■ I am 17 years old and would like penpals anywhere in the world to swop QL software. Jonas Gustafson, Ostra g 23, 442-31, Kungälv, Sweden.

■ Where are all you girl Speccy owners? I would like to be your penpal to swop games, maps and hints. I am 10 years old and own a Spectrum+. Write to Emily Beardall, Gardeners Cottage, Oxton Hall, Tadcaster, North Yorks LS24 8DX.

■ Penpal wanted 14 to 16, to swop software, POKEs, hints and tips. Write to Colin Cooper, 6 Marks Avenue, Chipping Ongar, Essex CM5 9AY. All letters answered.

■ Mature male Spectrum owner (15) wants penpals (preferably into adventures) to swop tips, POKEs, gossip and software. So send your scrolls to Ken, 4 Arnside Crescent, Morecambe, Lancs LA4 5PW.

■ I am 13 and would like a penpal to swop POKEs, hints, games etc. If you are aged 10-13 send a photo and a list of games to David Wallis, 43 Ramsgate Crescent, Barrow-in-Furness, Cumbria LA14 3JB.

■ 14 year old male with 950+ games seeks female of same age. Photo if possible. Jon North, 2 Hazelwood House, 4 Brunswick Road, Sutton, Surrey.

■ 15 (nearly 16) year old girl wishes to write to males 15+. I like most music and enjoy making new friends. All letters will be answered. Photos if possible please. Larissa Flynn, 47 Makepiece Road, Bracknell, Berks RG12 2HG.

■ Foreign penpal wanted aged between 13 and 15. Male only. Write to David Wood, 13 Ratho Court, High Ridge Estate, Felling, Tyne and Wear, NE10 9AY.

■ I'm 9 years old and I'm looking for a female penpal of 9 or 10 who has a Spectrum 48K and likes adventures. Please write to Mark Gore, 67 Eversley Avenue, Barnehurst, Kent DA7 6RE.

■ 14 year old male seeks female for correspondence. Has to be good looking and be 14. I am a desperate, great-looking Super Hero with a not so good Speccy, but some great games. So someone out there please answer. Craig Seaton, 14 Dixon Terrace, Pitlochry, Tayside, Scotland PH16 5QX.

■ 17 year old male seeks a female of roughly the same age whose interests are music, having fun etc. Please send a photo. Write to Nick Morley, 14 Trafalgar Road, Twickenham, Middlesex TW2 5EJ.

■ Hi, my name is Andrew and I want a penpal of the female kind. Interests: books by Stephen King, FGTH, The Smiths, computers and generally good fun. I will reply to all letters. Andy Lang, 11 Penfold Drive, Great Billing, Northampton, Northants NN4 3EQ.

■ 15 year old male seeking a Sam Fox (*Wahay. Ed*) look alike, 15+. Must like fun and music. Please send a photo. Write to Carl Evans, 9 Pren Avenue, Mynydd Isa, Mold, Clwyd CH7 6UU.

■ 17 year old male seeks male/female penpals.Hobbies are computers, hip-hop and pop music. I would be grateful for any POKEs, tips etc. for any new/old games for the Spectrum 48K. Write to Mark Smith, 35 Dale Street, Lancaster, Lancs LA1 3AP.

■ Hi! Flashy 14 year old wants a penpal to swop hints, tips, games, hobbies, anything! I've got a Spectrum. Malcolm Moran, 4 Dirker Drive, Marsden, Huddersfield, Yorkshire HD7 6AP.

■ Male Speccy+ user (25), into programming, games and videos, motorbikes and adventure wants to swop games and letters or tapes, with you (male or female). Steve Taylor, 1 Churchhill Road, Castletown, Thurso, Caithness KW14 8UW.

■ 13 year old male would like to swop games, maps etc. with male or female of the same age (48K gamers only!) Ian Hamley, 150 Wimperis Way, Great Barr, Birmingham B43 7DG.

■ 18 year old male Speccy owner would like to hear from anyone into the Doors, ZZ Top and most other music. Photo appreciated. All letters answered. Michael Lindsay, 48 Lincoln Road, Wrockwardine Wood, Telford, Shropshire TF2 6LG.

■ Is there anyone out there that isn't Speccy mad? I'm 15 and would like to write to someone aged between 15 and 17. I like pop music and adventure games. Mandy Chapman, 7 Powis Grove, Kenilworth, Warks CV8 2NN.

■ Females wanted aged 16+ to swop games and computer knowledge. I am very handsome (*And terribly modest too, eh? Ed*). Write to Stephen Souther, 36 Butleigh Road, Huyton, Liverpool.

■ 13 year old Speccy owner wants similarly aged penpal. Interests are music, martial arts and programming. I am starting to learn machine code. Write to John-Paul Stonard, 4 Instow Road, Earley, Reading, Berkshire RG6 2QJ.

■ I would like a brainy m/c whizz kid to help me. Any age, male or female. Write to Simon Smyth, 100 Killyglen Road, Larne, Co Antrim, N Ireland BT40 2HX.

■ Lonely 15 year old male seeks penpal, any age or sex. All letters or tapes (48K) answered and returned. Tony Condren, 16 Fieldhead Walk, Hulme, Manchester M15 5BH.

■ 14 year old male seeks good looking female aged 14 to 15. I will exchange tips, games and anything else. Please send a photo. Write to Robert Colbourne, 14 Colne Orchard, Iver, Bucks.

■ Penpal wanted aged 15+, any sex, to swop games and POKEs. All replies will receive a free game. Can't say fairer than that. Write to Stuart Chance, 12 Swinford Avenue, Widnes, Cheshire.

■ I need a female to exchange hints and tips. My hobbies are electronics, computers, football and weight lifting. I am 16 and would appreciate photos. Kenny Roberts, 20 Waterloo Road, Falmouth, Cornwall TR11 3NU.

■ Boy, almost 9, would like a penpal of the same age. Interests are computer games, especially arcade ones, and football. I have over 100 games and will swop your list for mine. Gordon Kerr, Murrayshall Cottage, Cambusbarron, Stirling, Scotland FK7 9QA.

■ Wanted — a girl penpal age 14 to 16. Invites for parties and more! Send a photo. I will take you to Great Yarmouth — the best holiday resort, so please write. Richard Williamson, 24 Mill Street, Holt, Norfolk NR25 9BD.

■ Male 16 year old Speccy owner wants female or male penpals aged 13+ in Australia, Japan and West Germany, though replies from any other country will be answered. Many and varied interests. Write soon to K Stewart, 117 Alma Street, Newport, Gwent S Wales NP9 2EP.

■ I am 14 and would like a penpal, male or female, aged 14+ anywhere in the world. I would like to swop games, POKEs, maps etc. Write to Lee Ormond, 6 Histon Way, Lynton Park, Blakelaw, Newcastle upon Tyne NE5 3TP.

■ I would like penpals from the USA, aged 16+, male or female. Interested in music, cycling, cars, TV, having fun, oh and the Spectrum 48K. Write to Jatinder Toor, 217 Rookery Road, Handsworth, Birmingham B21 9PX.

■ 11 year old boy seeks penpal of same age. Interested in programming, knows Basic, just started machine code. Jonathan Cox, 6 Spellowgate Close, Driffield, North Humberside YO25 7BN.

■ Handsome male after attractive female 13 to 15. Likes athletics, Speccies and girls! I own a Speccy+ and will swop POKEs, games and info. A photo would be nice, but it's not important. Write to Leslie Forster, 86 Stonecross Road, Hatfield, Herts.

■ 15 year old male seeks female of the same age. Hobbies include football, computers and music. Write to Matthew Plunkett, 61 Magpie Road, Norwich, Norfolk NR1 3JG.

■ I would like a penpal aged 13 or 14. I have a Spectrum 48K and I'm a fan of arcade games. Please write to Mark Harding, 7 Trendle Road, Taunton, Somerset TA1 4NB.

■ Hi! 18 year old male would like a female penpal of the same age to swop games and hints. Thomas Reidy, 125a Boarshaw Road, Middleton, Manchester M24 3AQ.

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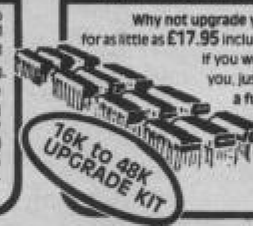


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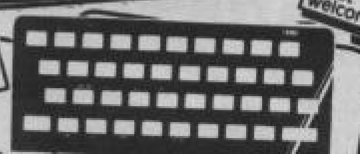
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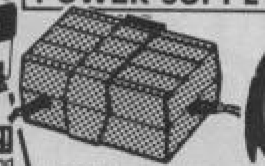
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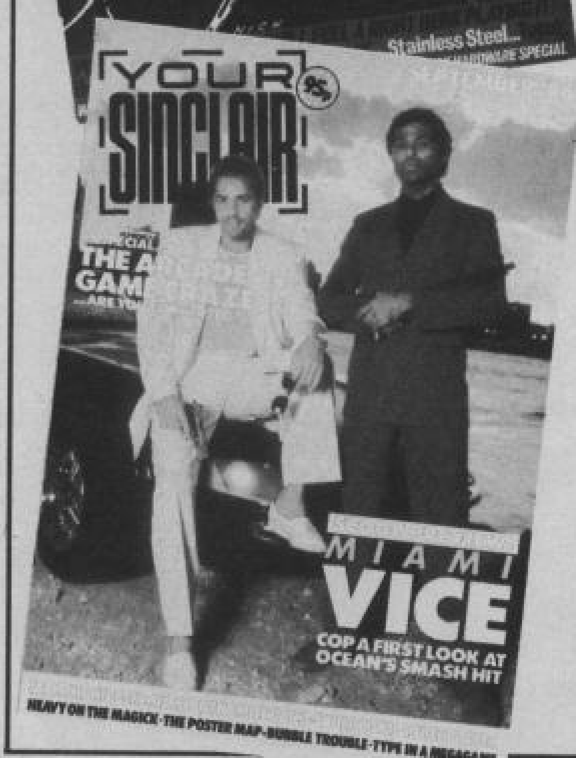
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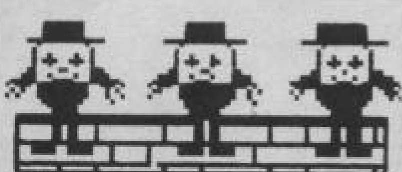
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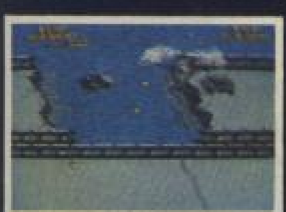
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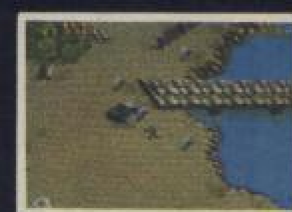
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WATCH OUT FOR THE REVENGE OF THE MUTANT TRAINSPOTTERS. MAX PHILLIPS HANDS OUT A WARNING...

BACK LASH



What's the most embarrassing thing that can ever happen to you? Wandering around with your flies undone? No problem? Do that all the time do you? Okay, s'pose you then get home and discover you forgot to put your underpants on? Bet you looked cool down the disco.

Or taking someone out for the first time, trembling on that first kiss. And they say, "Do you always have sardines for tea?"

Getting your head caught in your bicycle chain and being rescued by three fire engines and the flying squad?

Not being able to get off the loo. And then remembering why you kept telling yourself not to carry SooperGoo in your back pocket?

Nah, small fry. Peanuts. Just those little things in life that are meant to make you look foolish. Someone like you could handle any of those without batting an eyelid.

No, the worse one is a lot, lot worse. It's meeting up with your mates and boasting about your high scores. And then someone says to you...

"Alright, so what's your score on..."

And you haven't even heard of it.

In the warmth of its parka hood, the brain becomes enlarged.

"How do you get past the..."

"In which game?", you say.

And all your mates already know.

It's humiliating with a capital Huuu. If you don't believe it, answer a few of these....

"What do you think of *Short Circuit*?"

"How do you do GEEZA-HAND IN *Riptoff*?"

"What's your high score in *Bubble Trouble*?"

Score one or more; Congratulations, you're well cool and I's a-preaching to the converted. None or less; what a plonker!

All three are games that have been brought to you courtesy of the rag you're now reading. Oh no... oh yes... they're readers' programs. Available to you on the Digi'T'ape express or the Type-It-Yourself slow train.

"No wonder I haven't heard of them", you can say. "Readers' programs never work", you can say. "They're awful even if they do", you can say. "They're a by-product of deranged trainspotters", you can say.

But be careful if you do... that's a lot of words to eat when you finally admit you're wrong.

This isn't a memorial to the unknown trainspotter. It's a discovery of a whole new kind of trainspotter, growing in your very midst. An entirely new breed.

As the completely gah-gah professor in a film about killer toilet rolls would say, "But you don't understand. It's a whole new strain".

Mutant Trainspotters!

Nobody knows where they came from. No-one has ever seen a birth. But they're there. You can only speculate how....

It starts with an ordinary trainspotter. Finnicky. Spotty. Wholly immersed in its Speccy without ever getting anything finished.

Then it goes into a cocoon, wrapped up in other people's programs, in books and magazines, in endless hours weaving on its keyboard.

In the warmth of its parka hood, the brain becomes enlarged. It starts to think for itself. It soaks up countless years of experience and know-how. Through 2-inch thick specs, it begins to take in every minute detail of the world.

Inside that weedy little body, a change is happening.

Then comes the day. Suddenly, without warning, it sheds its parka for good. A mutation has happened.

No, they don't come out bright, witty, handsome hunks that would make A-Ha look like a string of cold sausages. Well, not always.

They just turn into incredibly good programmers. Self-taught yet brilliant. Completely fresh yet with a wisdom far older than their age.

Their programs prove it. They're not just ready to take on the Spectrum. Not just ready to become the next generation of professional games programmers.

It just isn't on to knock trainspotters anymore.

They're ready to take on any computer. Driving it to its limits. Living on the very edge of the possible. Moving between the fantasy of their programs and the reality of their world with equal ease.

And what they can do with a Spectrum means that they are far more powerful beings when they have far more powerful computers.

It just isn't on to knock train-spotters anymore. You might be a games player and not know a word of Basic, let alone a byte of machine code. You might be the hottest thing ever to break a Quickshot in two. Or a battle-scarred adventurer who's crossed more miles and made more maps than you care to remember.

But it's the trainspotters and the mutos you've got to look up to.

Because when they move on to program commercial games, for the Speccy or some machine you may own ten years from now, they'll do it better than anyone.

Which means that they'll create the games of the future. Games better than those you've already played and couldn't have imagined if you'd tried. Games that will make you proud you own, or once owned, a Spectrum.

There isn't anybody, anywhere who's as good as one of the new mutant trainspotters. It's best to be on their side.

After all, revenge is sweet.

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